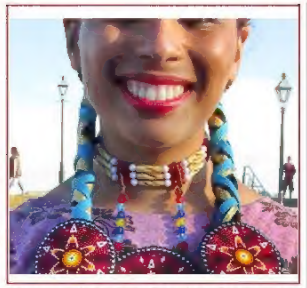
SKINNY HIGH WAIST DENIM CUT



COTTON NATIVE AMERICAN HAIR WRAPS
BLUE WRAP : COTTON
YELLOW WRAP : LEATHER

WOODEN BRACELET

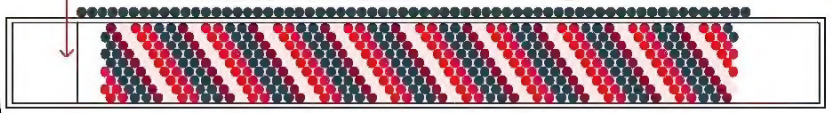
COTTON SHIRT

SUEDE BOOTS

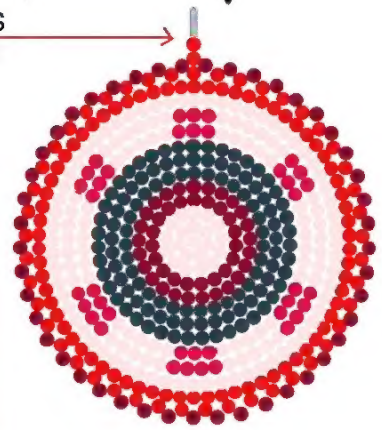
LOGO

NATIVE AMERICAN GLASS BEADED BRACELET

VELCRO
SCRATCH



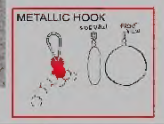
NATIVE AMERICAN GLASS BEADED EARRINGS
PLEASE USE A NORMAL MAP FOR THE BEADS

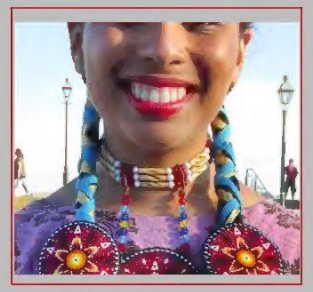


ZAG HEROEZ
Miraculous™ World

19/12/19
LB3_327_CH019_JESS

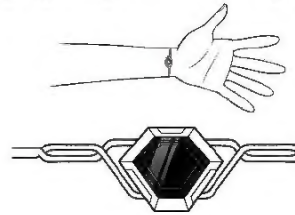
EARRINGS REFERENCE FOR MODELING





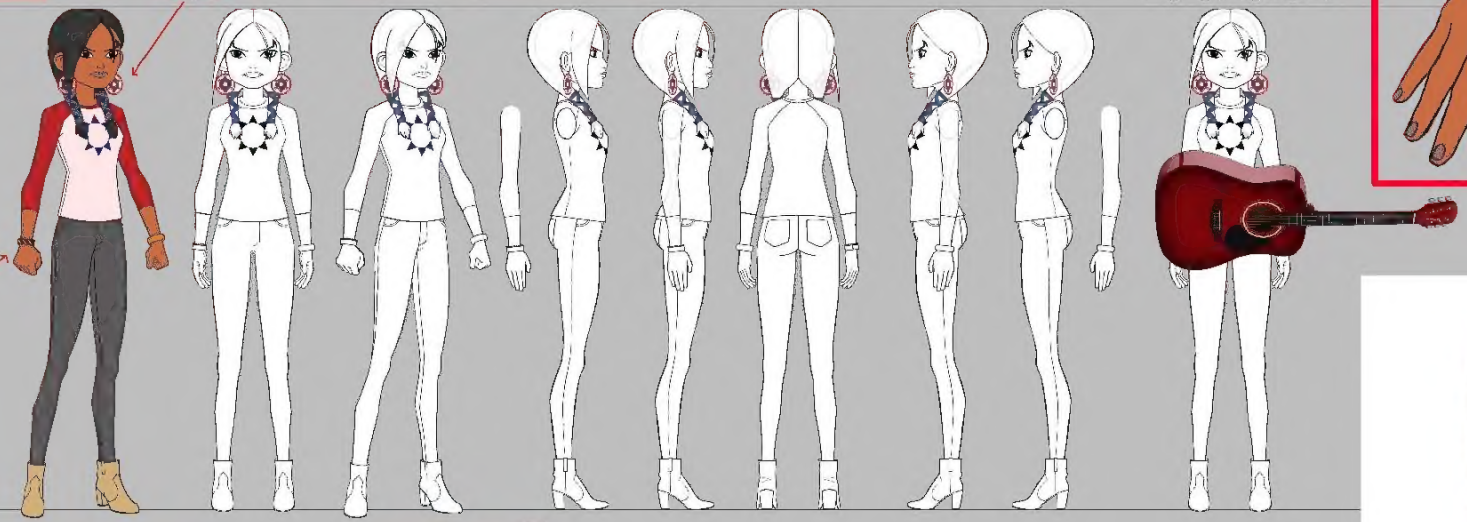
BRAID CLOSE UP

Hidden bracelet triggers transformation
into Superhero form
LB3_327_PR074_TRANSFORMATION_WRISTLET



use same color as lips for nails

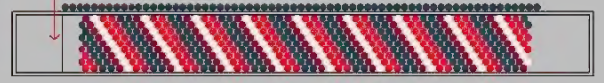
LB3_327_PR046_JESS_GUITAR



SHOES CLOSE UP

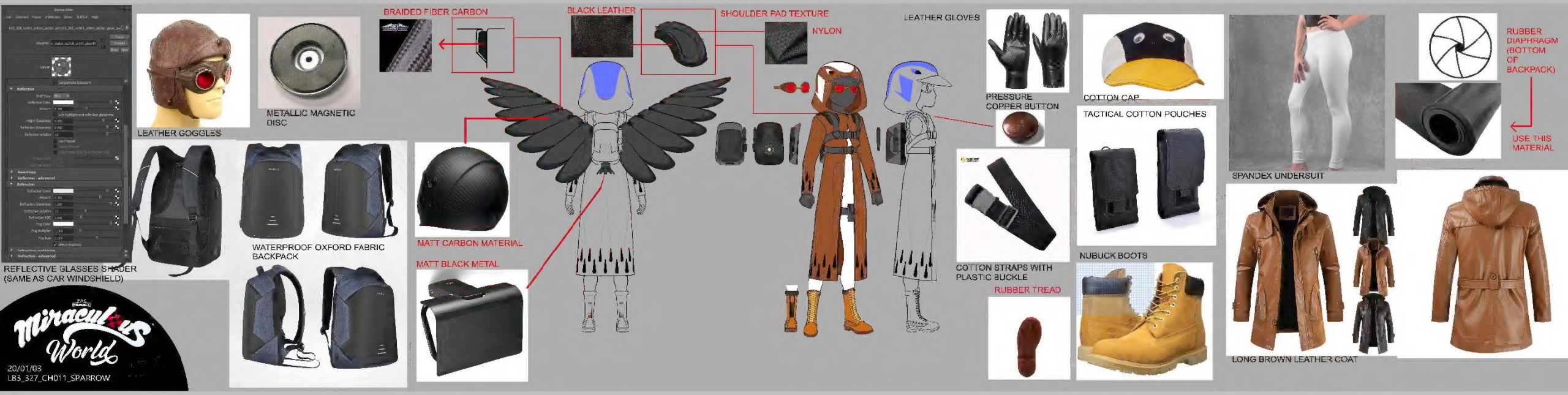
VELCRO
SCRATCH

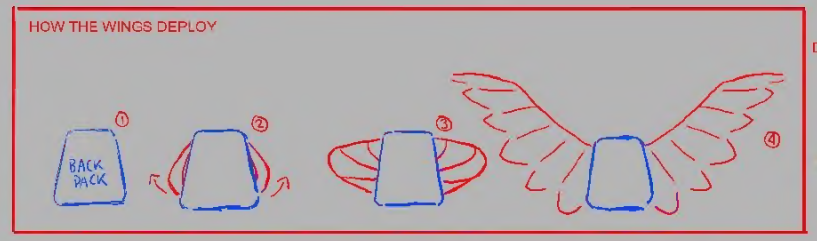
BRACELET DETAILS

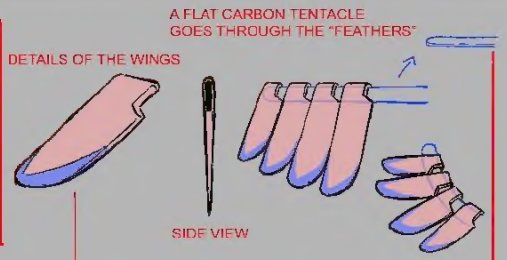


Miraculous World

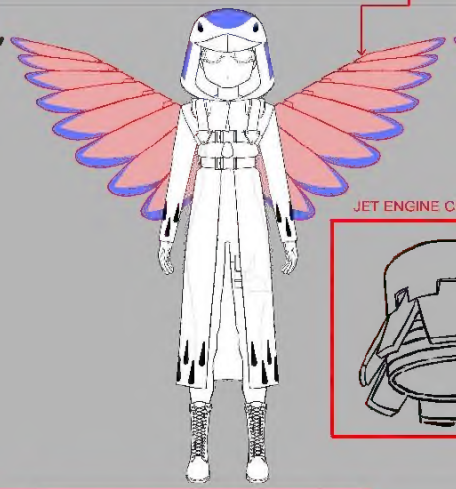
20/01/09
LB3_327_CH019_JESS

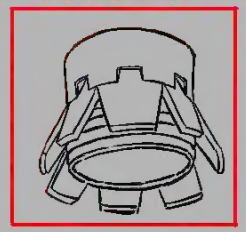

REFLECTIVE GLASSES SHADER
(SAME AS CAR WINDSHIELD)
LEATHER GOGGLES
METALLIC MAGNETIC DISC
WATERPROOF OXFORD FABRIC BACKPACK
BRAIDED FIBER CARBON
MATT CARBON MATERIAL
MATT BLACK METAL
BLACK LEATHER
SHOULDER PAD TEXTURE
NYLON
LEATHER GLOVES
PRESSURE COPPER BUTTON
COTTON STRAPS WITH PLASTIC BUCKLE
RUBBER TREAD
COTTON CAP
TACTICAL COTTON POUCHES
NUBUCK BOOTS
SPANDEX UNDERSUIT
RUBBER DIAPHRAGM (BOTTOM OF BACKPACK)
USE THIS MATERIAL
LONG BROWN LEATHER COAT
Miraculous World
20/01/03
LB3_327_CH011_SPARROW

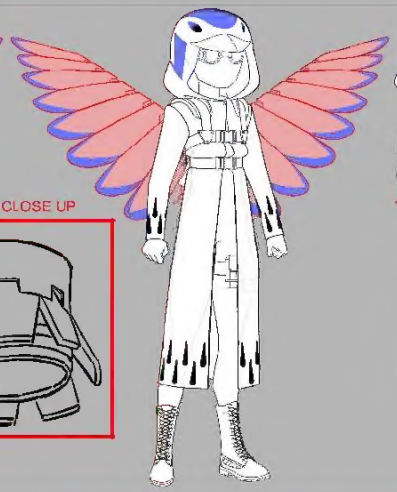


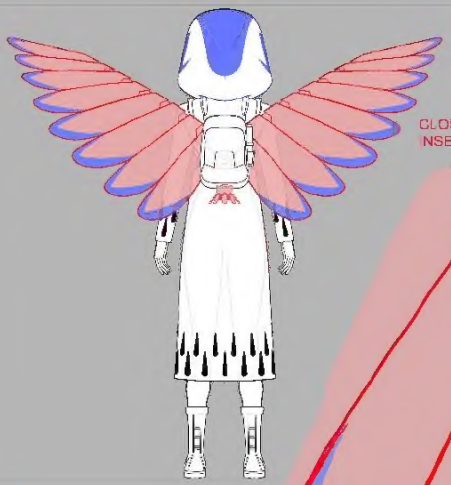


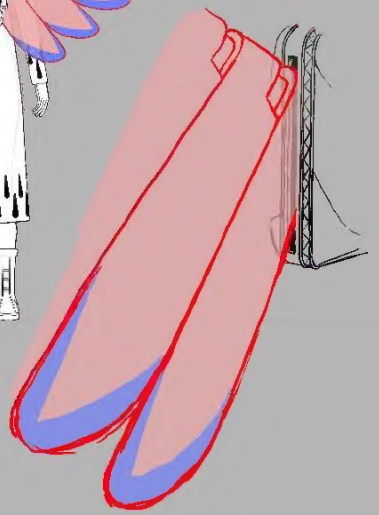
PR of LB3_327_CH011_SPARROW

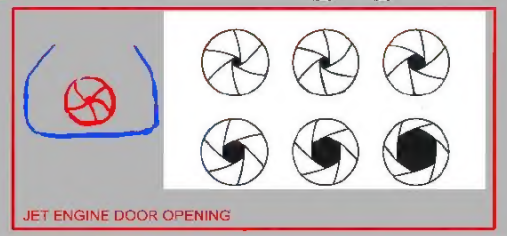


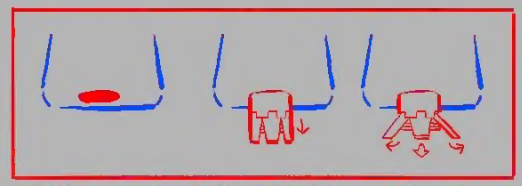












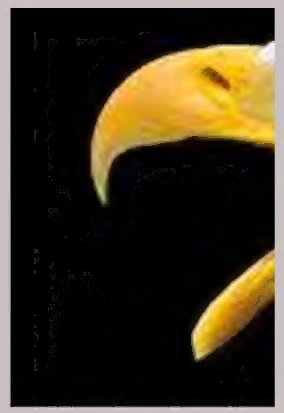
Miraculous World

20/01/10
LB3_327_CH039_SPARROW_WITH_JETPACK

shading reference forthe head
neck and feet.

shading and couler
reference for eyes

shading reference for the body



shading and couler reference
for the bec

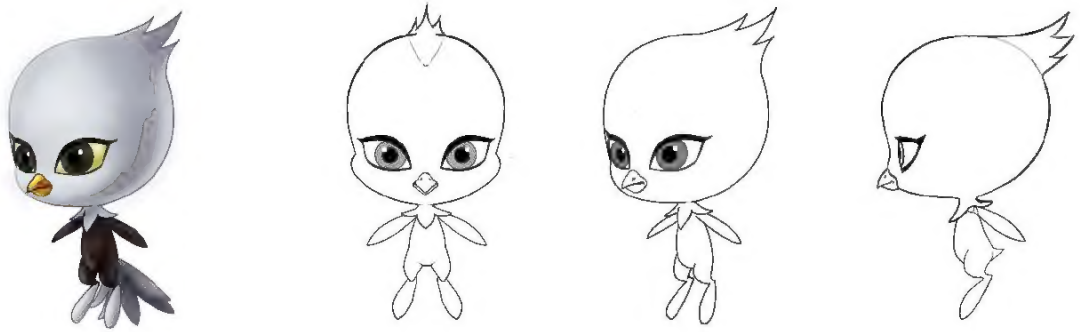
shading reference for feathers

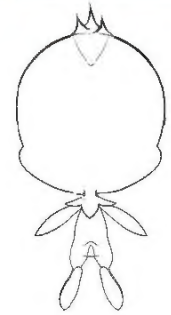
LB3_327_CH009_Liir _texture

20 /12/2019

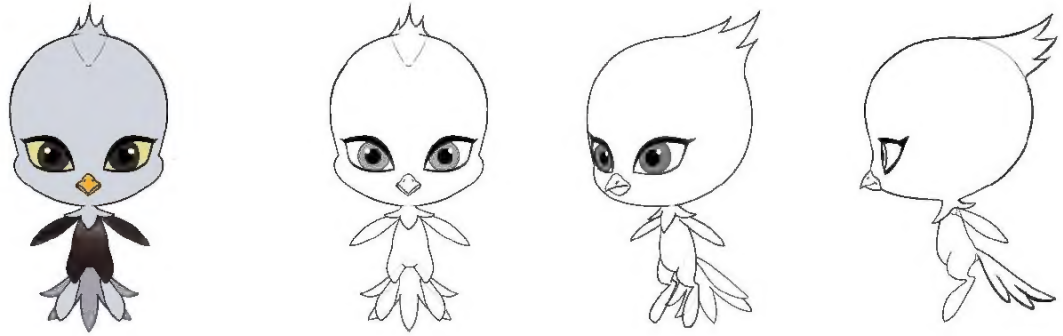
19/12/2019

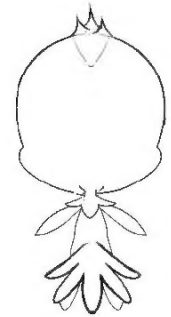
LB3_327_CH009_Liir

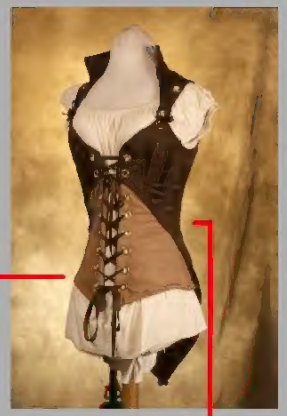




without tail







COTTON SHIRT, SILKEN CORSET AND NYLON JACKET

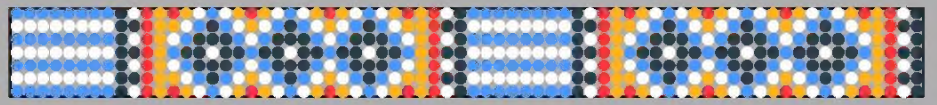
LEATHER PADS

LB3_327_PR008_EAGLE_CLAW_NECKLACE

EARRINGS REFERENCE FOR MODELING

JEWELRY MADE OF GLASS BEADS PLEASE USE A NORMAL MAP

LEATHER TROUSERS



GOLDEN BOOTS AND ZIPPER

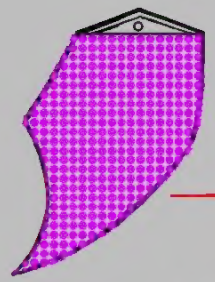
Miraculous World

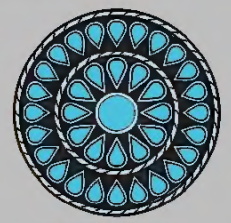
20/01/07

LB3_327_CH008_EAGLE

LB3_327_PR008_EAGLE_CLAW_NECKLACE

WINGS
BEADS

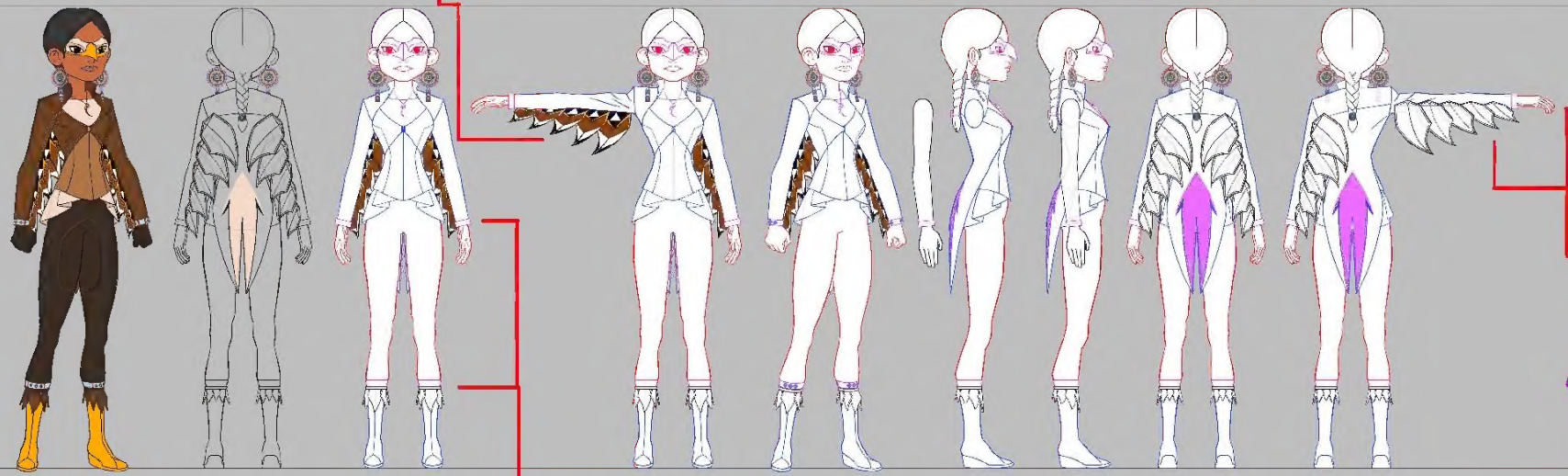




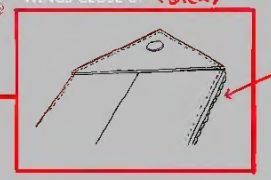
PONYTAIL HOLDER

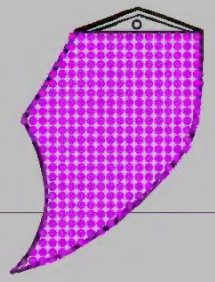
USE THIS REFERENCE FOR MODELING

EARRINGS REFERENCE FOR MODELING



WINGS CLOSE UP (BACK)





BRACELET CLOSE UP

Miraculous World

20/01/09
LB3_327_CH008_EAGLE

ZAG HEROEZ

Miraculous™ World

03/09/2020

LB3_327_CH018_AEON_THIRD_EYE

T-shirt

skirt

bracelets

dreadlocks reference

Legging

Baskets

t-shirt gradient

zAG HEROEZ

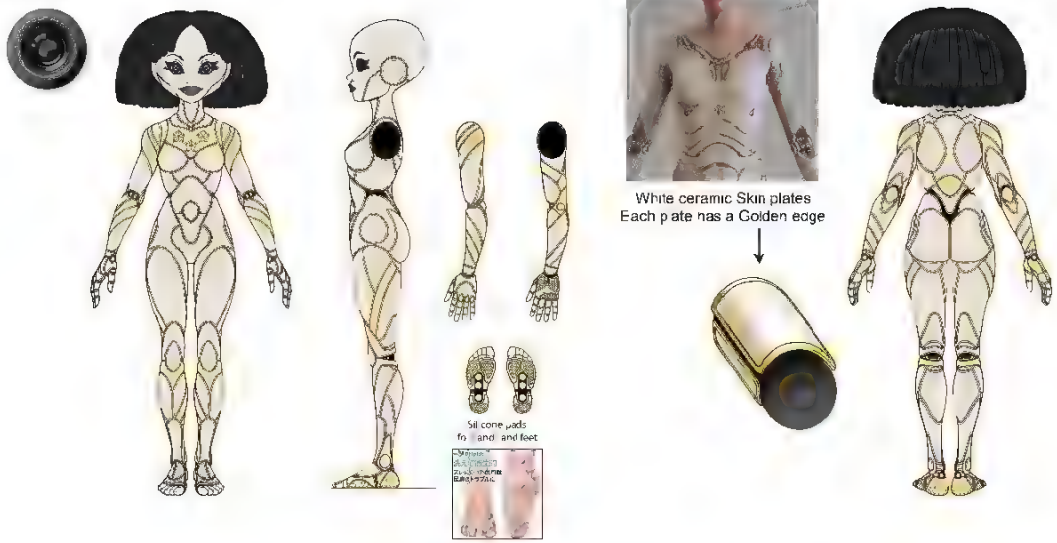
Miraculous™ World

24/01/2020

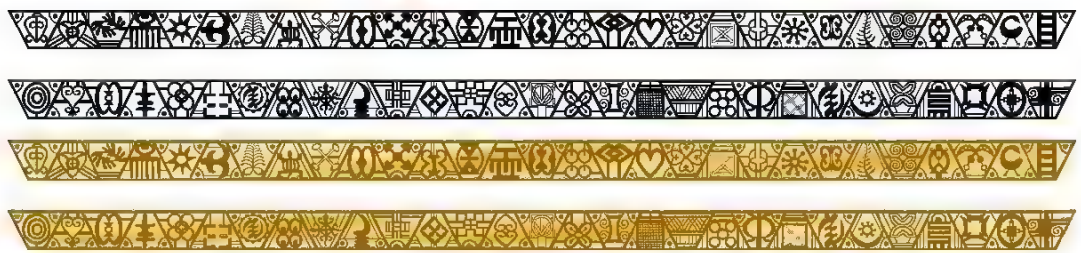
LB3_327_CH018_AEON

Ladybug and Alya's models are for Size reference only
Not to be modelled

3x Iris caméra Eyes



We need also a version of Uncanny Valley with only 2 eyes



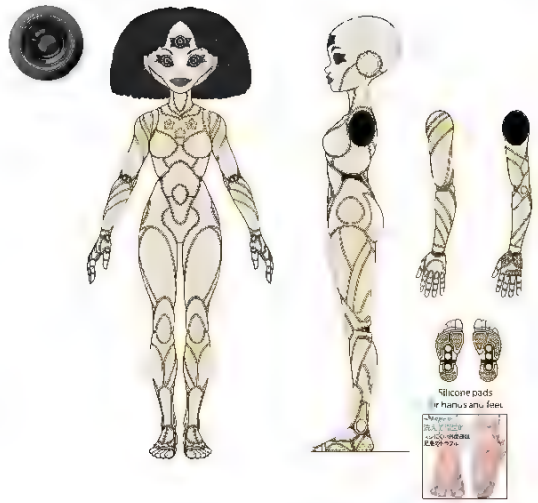
Engraved symbols

Miraculous World

20/04/06
LB3_327_CH038_UNCANNY_VALLEY_TWO_EYED

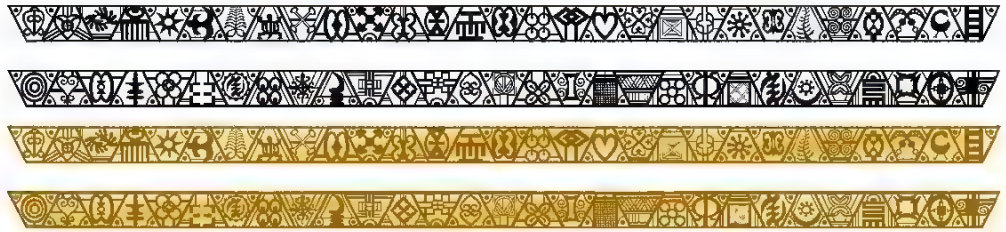
Ladybug and Alya's models are for Size reference only
Not to be modelled

3x iris/caméra Eyes

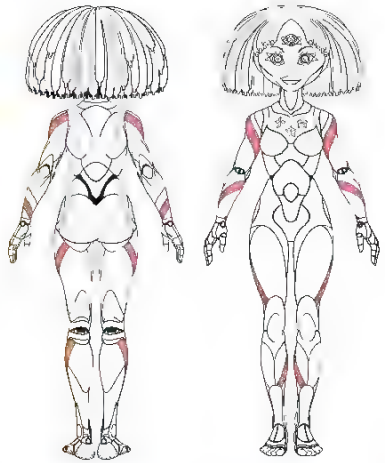


IMPORTANT
On the turn around, Hair are stylized for practical reasons. On the modeling they need to be modeled like a Cable (see reference picture)

We need 3 eyes Eyelids



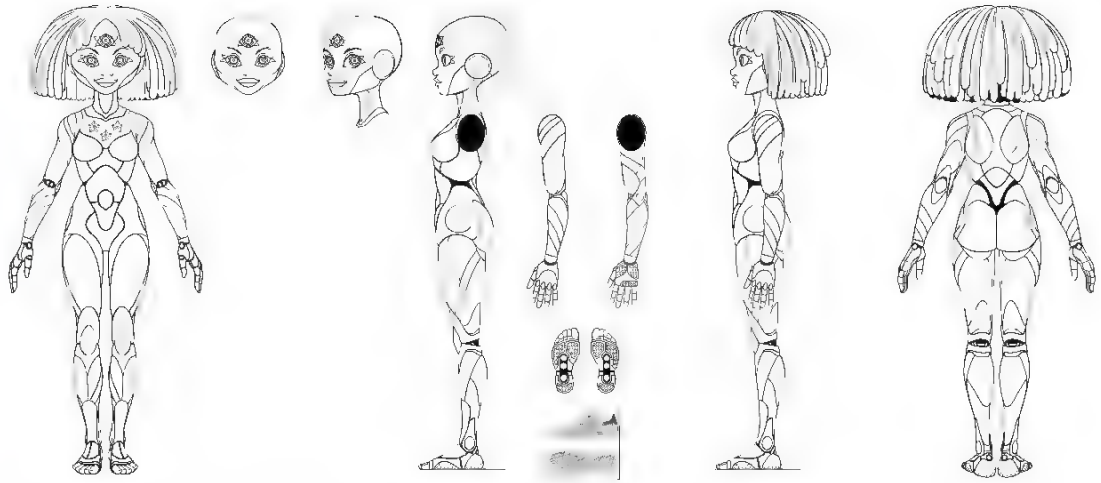
Engraved symbols



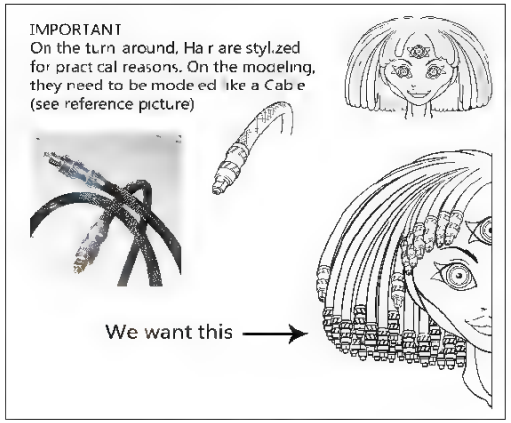
FLYING MODE

We need also a version of Uncanny Valley with only 2 eyes

Ladybug and Alya's models are for Size reference only
Not to be modelled

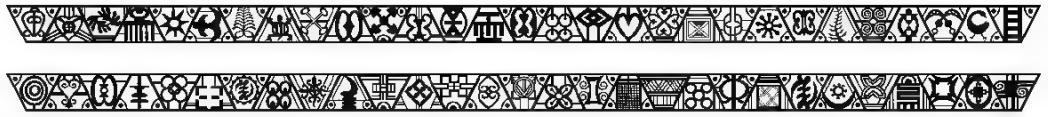


IMPORTANT
On the turn around, Ha r are styl.zed for pract cal reasons. On the modeling, they need to be mode ed like a Cab e (see reference picture)

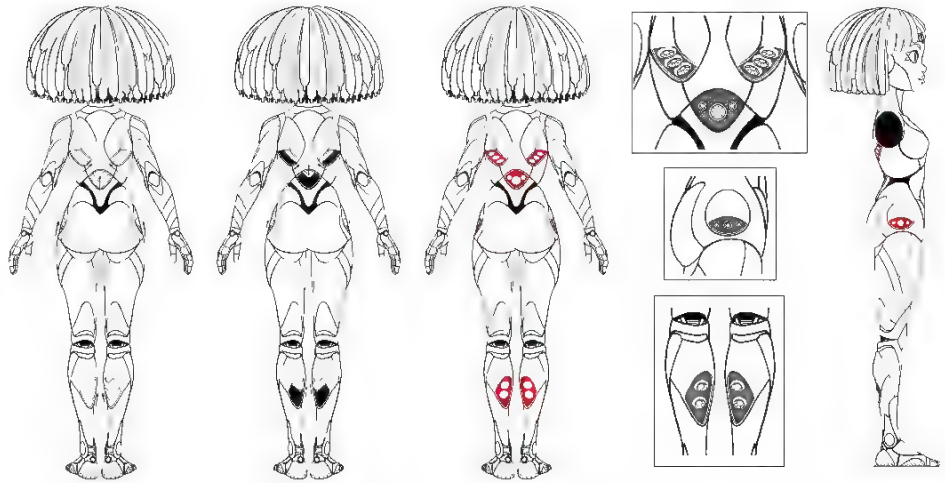


We need 3 eyes Eyelids

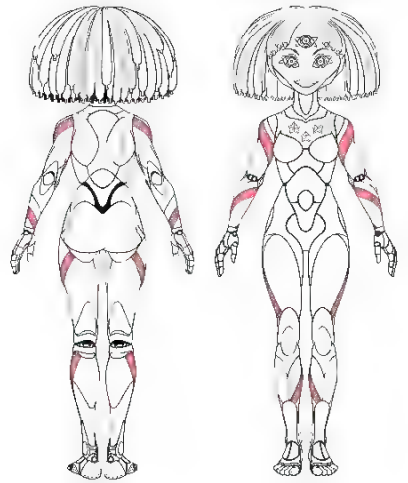
We need also a version of Uncanny Valley with only 2 eyes

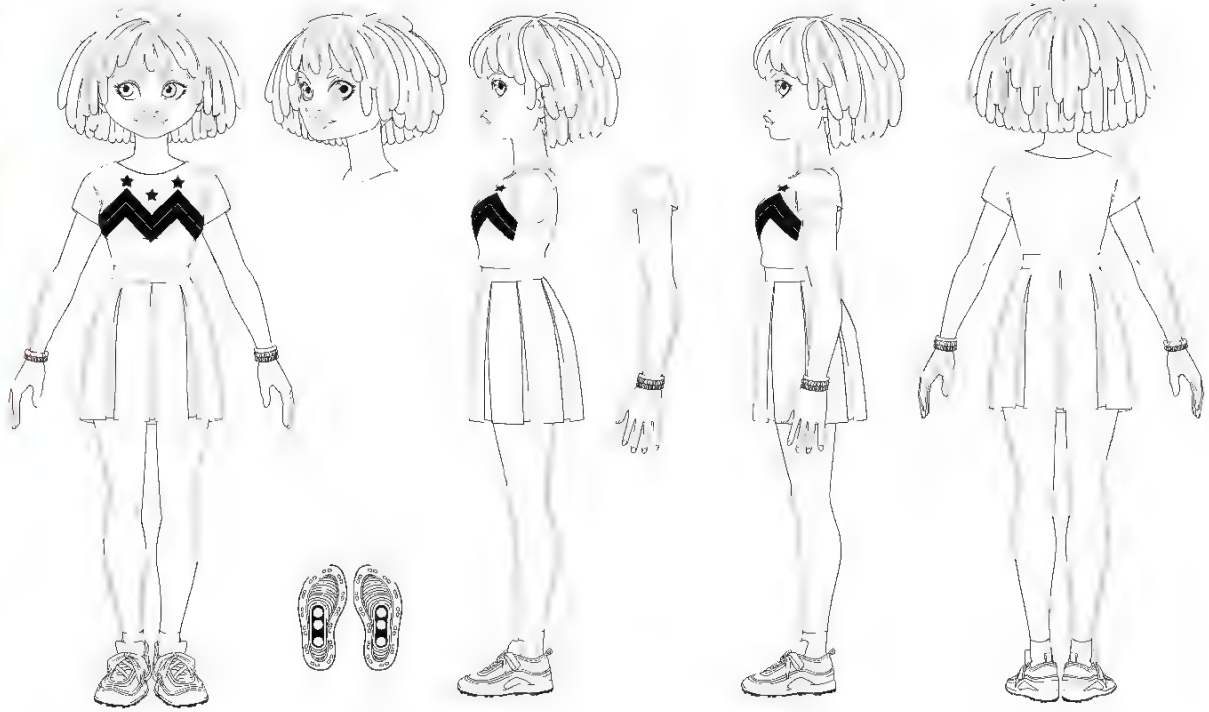


F_YING MODE Secret compartments open to reveal reactors



Engraved symbols





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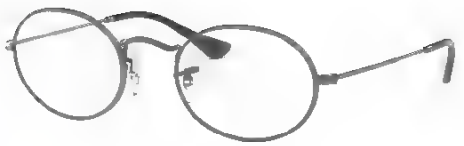
24/01/2020
LB3_327_CH018_AEON

GREEN CASHMERE SWEATER

IVORY COTTON SHIRT

SATIN TIE



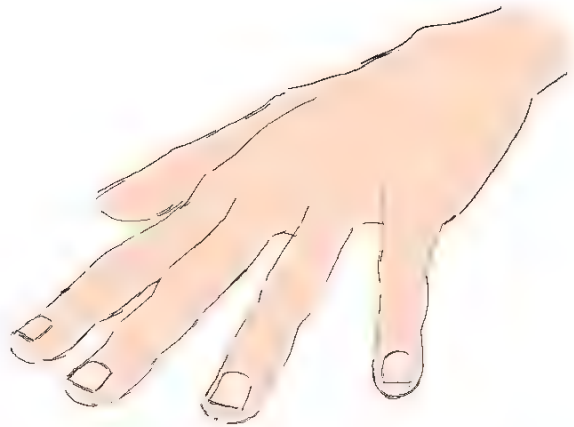
GLASSES WITH METAL FRAME

GOLDEN EARRINGS

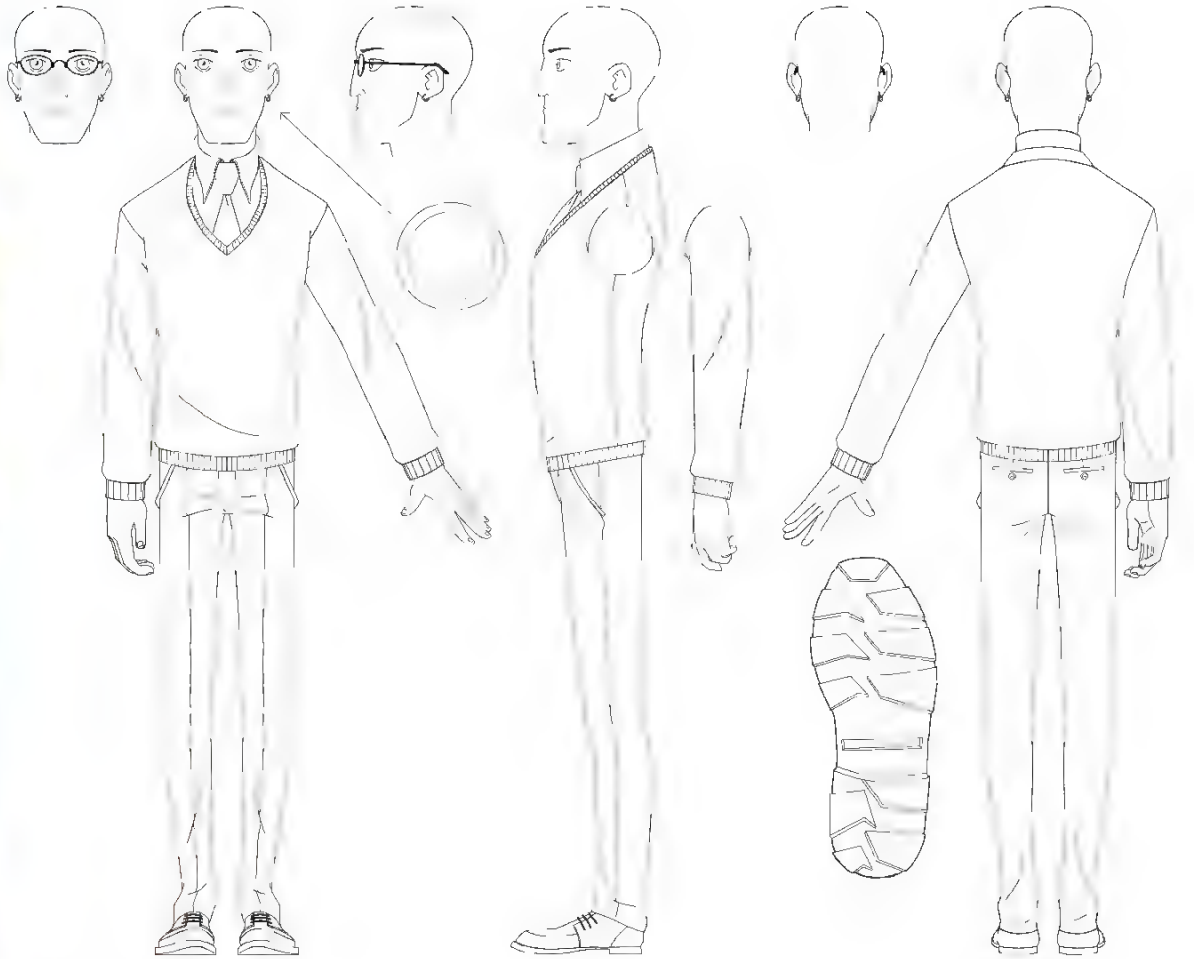
LEATHER DERBIES

RUBBER TREAD

CORDUROY FABRIC PANTS



HANDS CLOSE UP



Miraculous World

19/12/13
LB3_327_CH017_DEAN_GATE

WHITE LEATHER GLOVES

WH TE COTTON SHIRT

PINK SATIN TIE

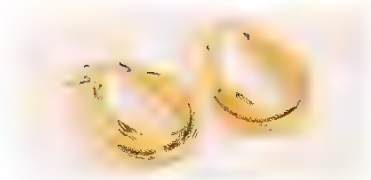
LEATHER DERBIES

RUBBER TREAD

DoorMan

PINK TINTED GLASSES

POLYESTER BLAZER



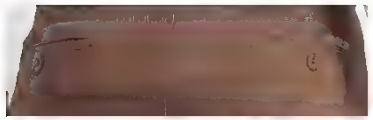
GOLDEN EARRING

POLYESTER PANTS

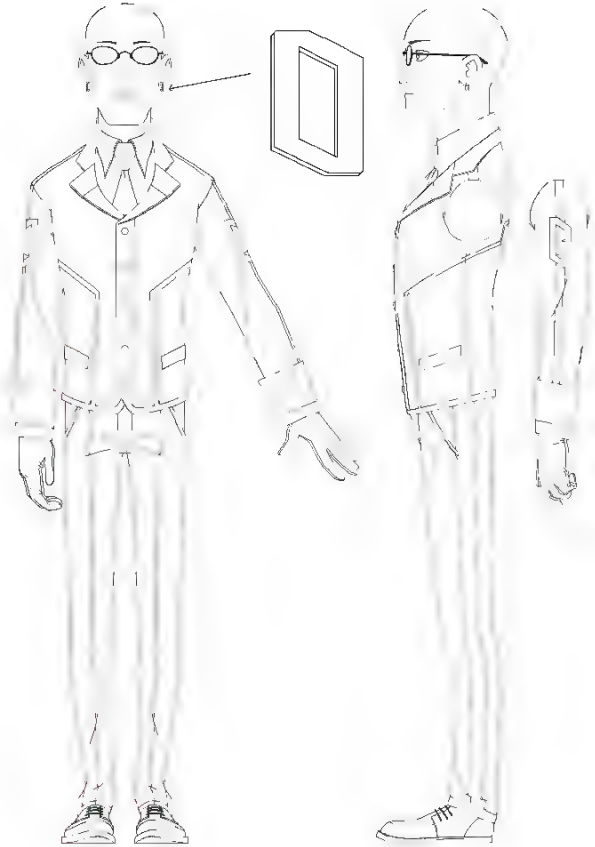
DOORMAN REFERENCE

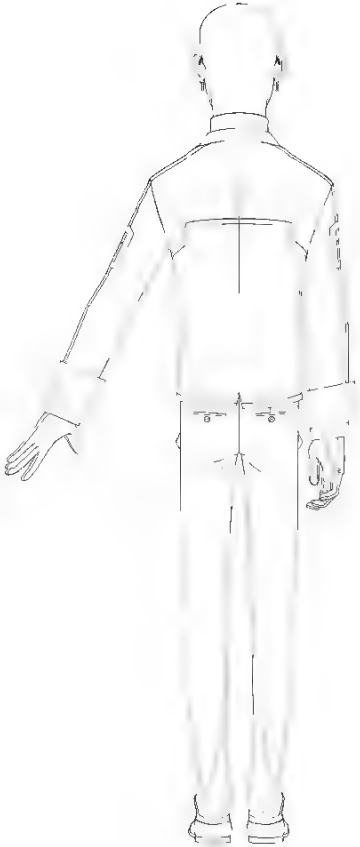
GLOVES CLOSE UP

DoorMan



BACK POCKET REFERENCE





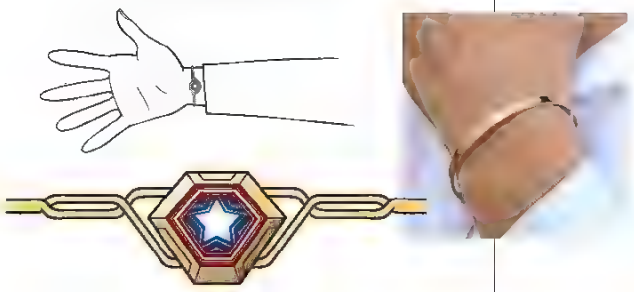
RE-USE OF LB_CH38_DOORMAN
FROM SEASON 01

Miraculous World

19/12/11
LB3_327_CH020_DOORMAN

Soft cotton suit on satin shirt

Hidden bracelet triggers transformation into Superhero form



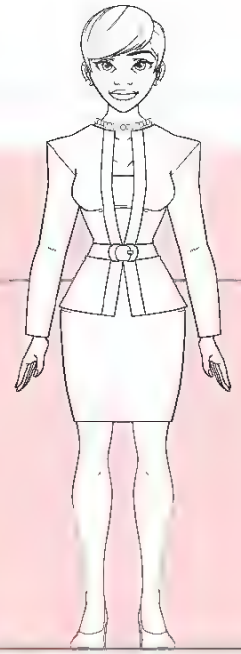
ZAG HEROEZ

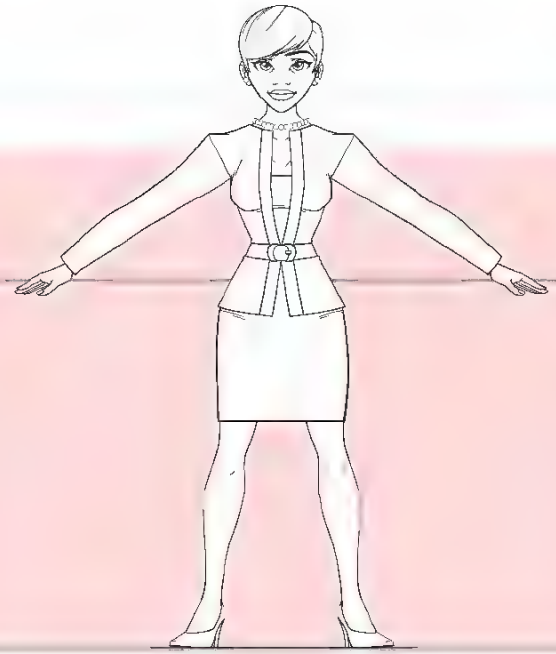
Miraculous World

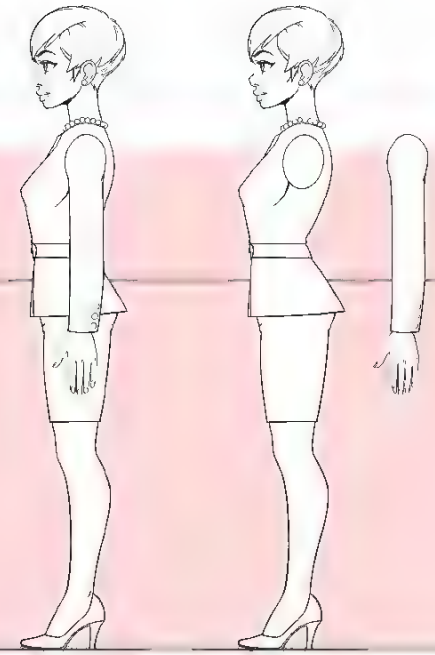
2019/12/17

LB3_327_CH024_CAMILLA_HOMBEE

Marinette's model is for
Size Reference only
Not to be modelled



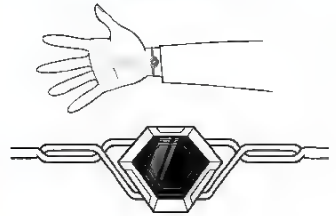




Miraculous World

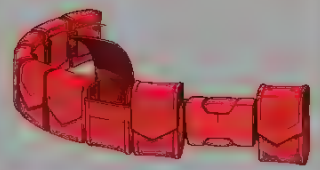
2019/12/17
LB3_327_CH024_CAMILLA_HOMBEE

Hidden brace et triggers transformation into Superhero form



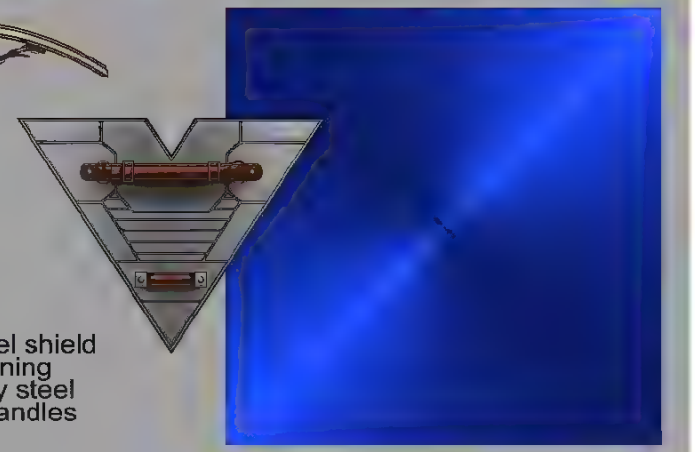
Strong leather suit, boots and gloves

Gold for glasses and symbol

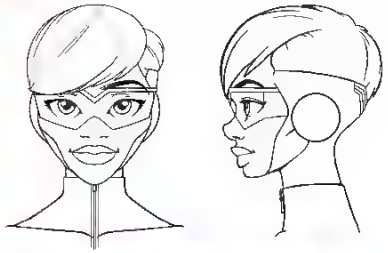


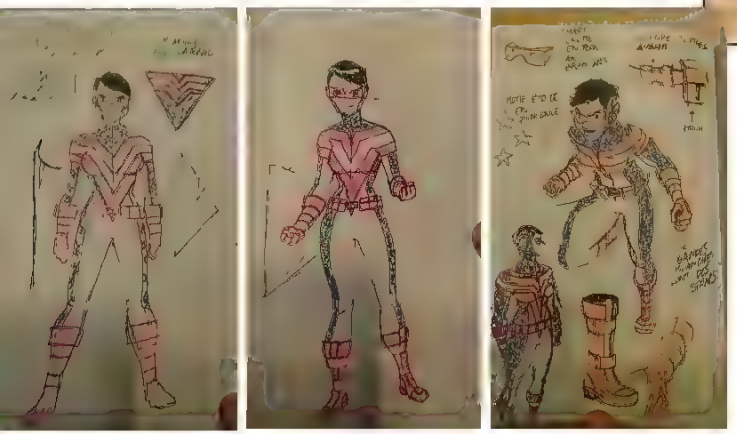
Leather pouches on cord belt

Belt buckle

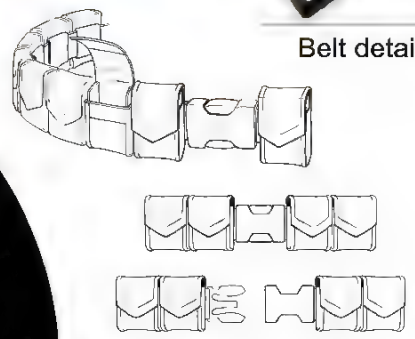


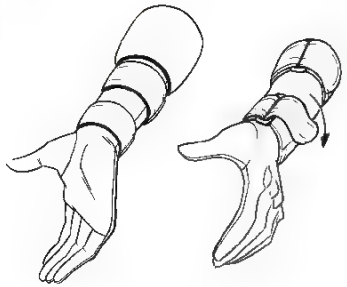
Cobalt blue steel shield
with Gold Lining
Interior is grey steel
with leather handles

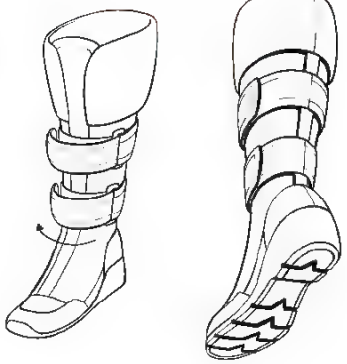




Belt details

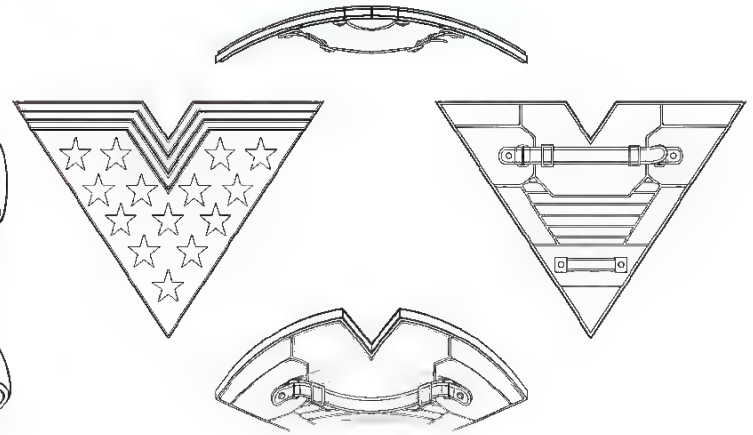






Strap system
for gloves and boots

Marinette's model is for
Size Reference only
Not to be modelled



2019/12/04
LB3_327_CH025_VICTORY

face and skin (based on other characters)

skin and eyes shading reference

colors

skin
lips
eyes
hair
eyebrows

hair shading reference

glasses

color

shading reference

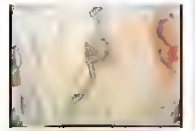
jewels

bracelet texture

colors

colors necklace

shading reference

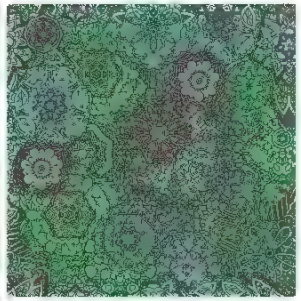


top and jacket

jacket bump reference

jacket shading

color jacket



top shading (silk)

color top

pants

very fluid and light fabr c

shading reference

color

bump reference

shoes

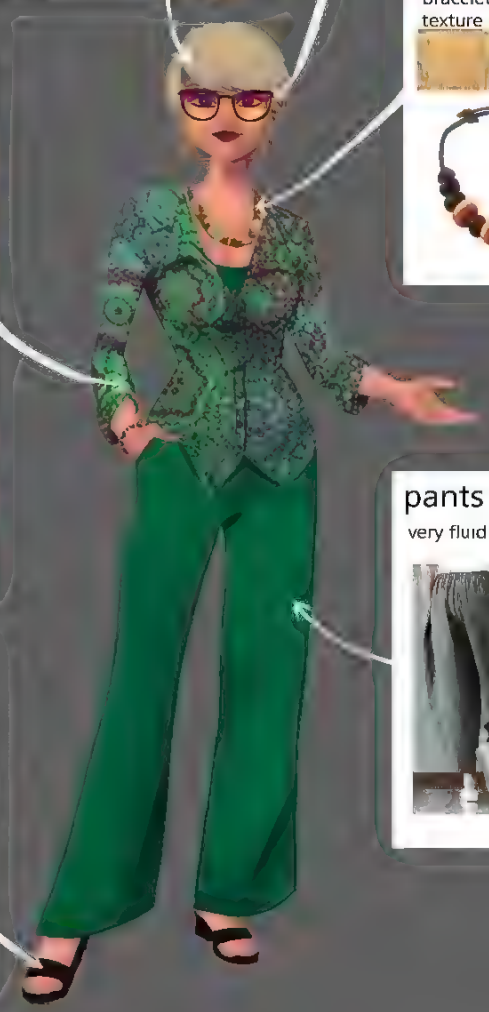
color

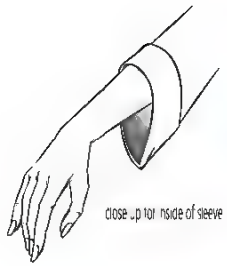
shading reference

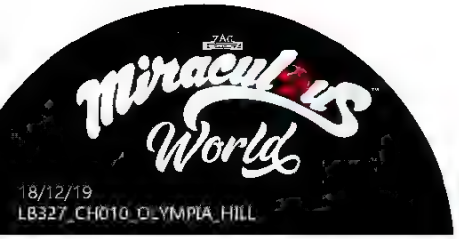
sole

color

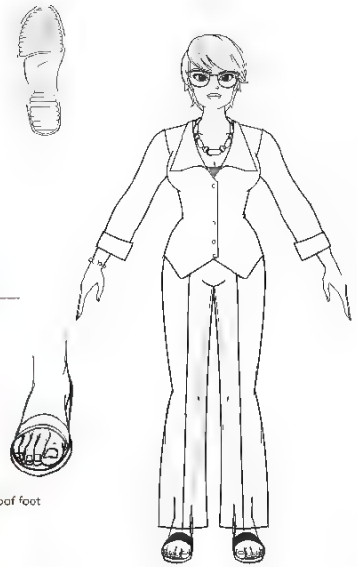
shading reference

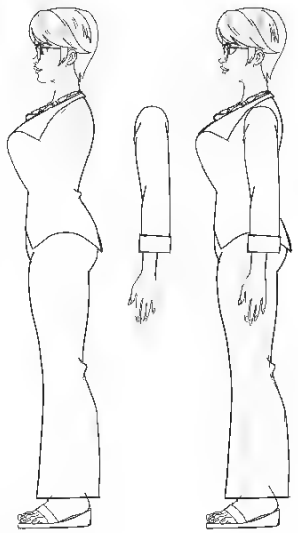


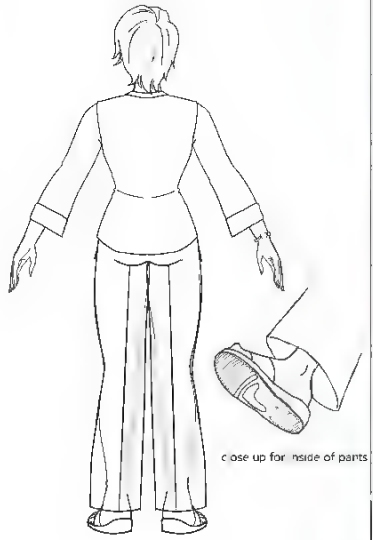


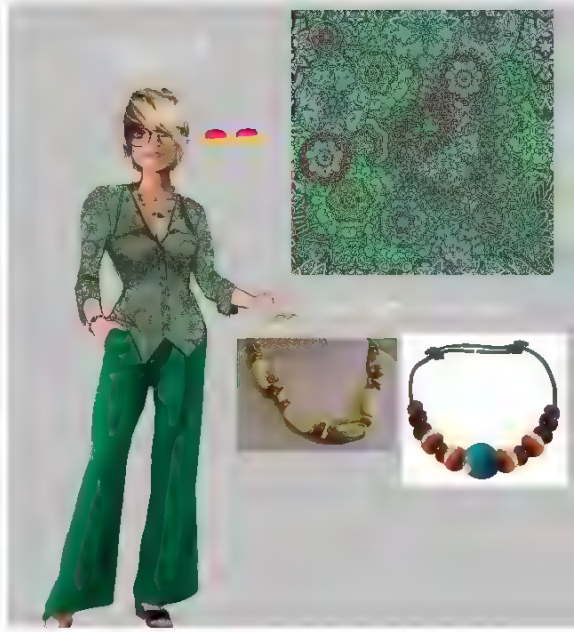


OLYMPIA HILL









face and skin (based on other characters)

skin and eyes shading reference

colors

skin
lips
eyes
hair
eyebrows

hair shading reference

gold parts

shading reference (careful, lines on the drawing means volume like the reference)

color
light
shadow

blue outfit

for this part , try to add some bump so that it does not look cheap or too thin

color

shading reference

bump refrence

red outfit

shading reference

color

bump reference

Boots Texture

color

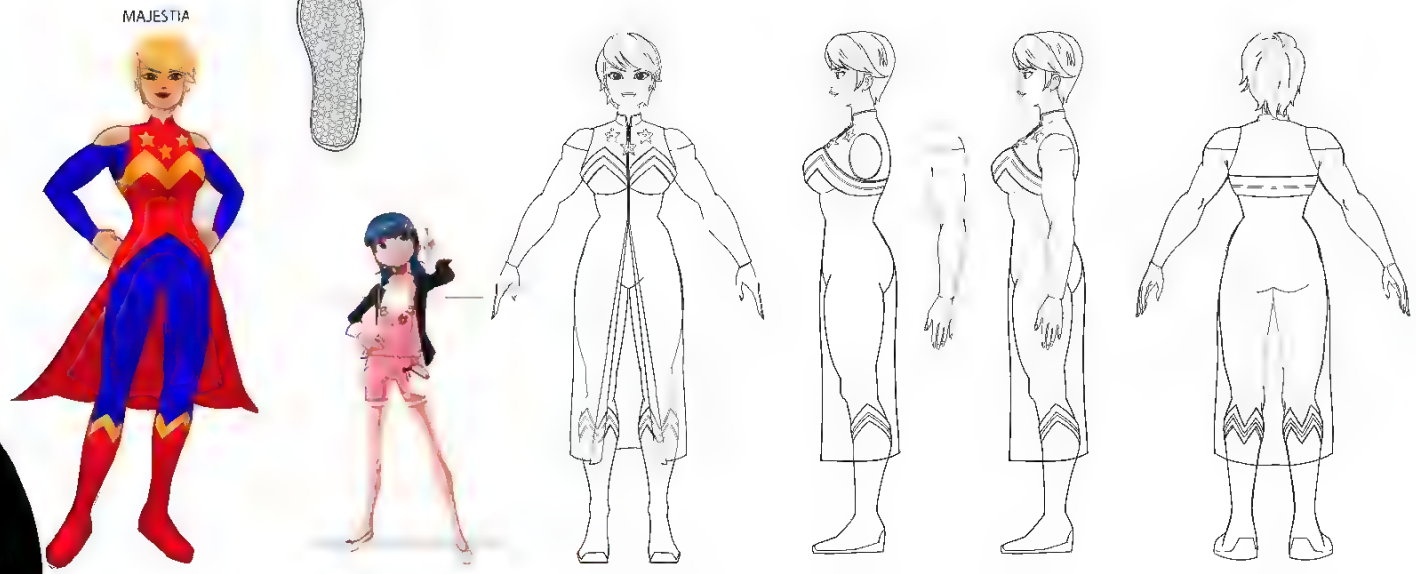
shading reference

sole texture

color :

shading reference

Miraculous
World
05/12/19
LB3_327_CH010_MAJESTIA


MAJESTIA

Modeling References

CASHMERE WOOL WINTER COAT
LEATHER GLOVES

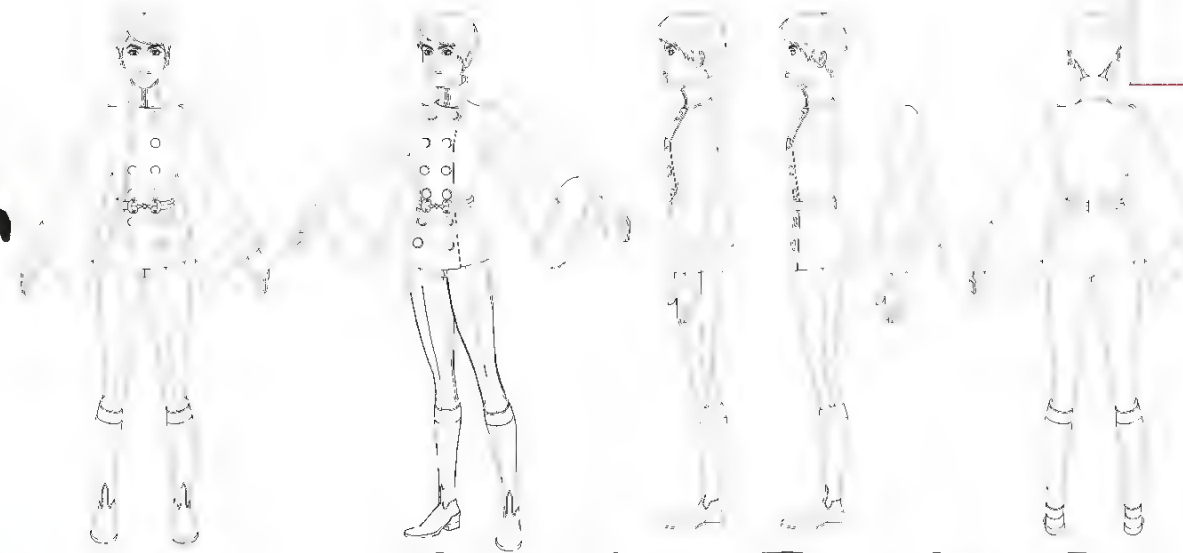
PLASTIC ZIPPER

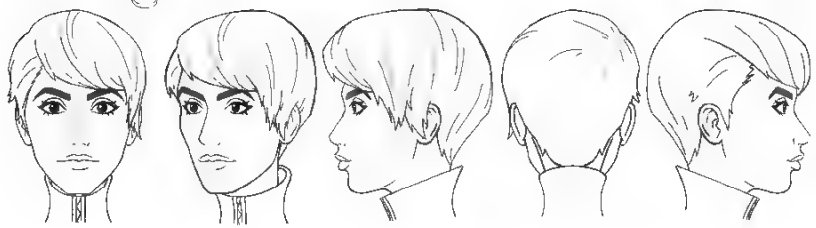
RUBBER TREADS

POLYESTER PANTS

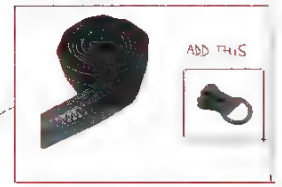
LEATHER HORSE BOOTS

METALLIC BUTTONS





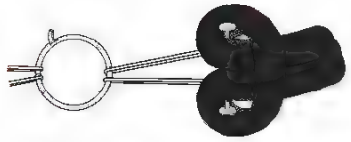
SLEEVES FOLD REFERENCE



BLACK PLASTIC ZIPPER

METALLIC BUTTONS

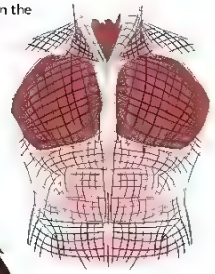
BOOTS SEAMS DETAILS



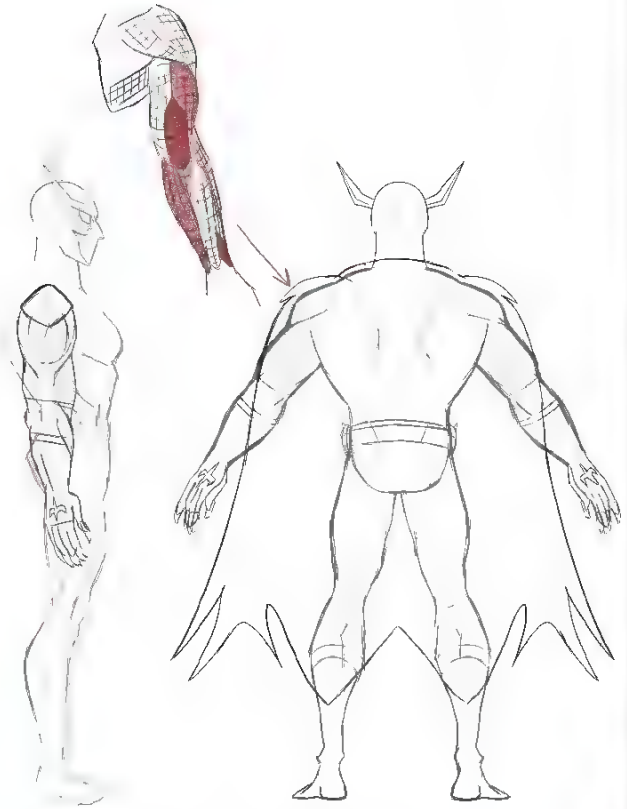
BELT DETAILS

ZAG
HEROEZ
Miraculous
World
19/11/07
LB3_327_CH007_KNIGHT_OWL_TEXTURE

volume has to be visible on the mesh like this

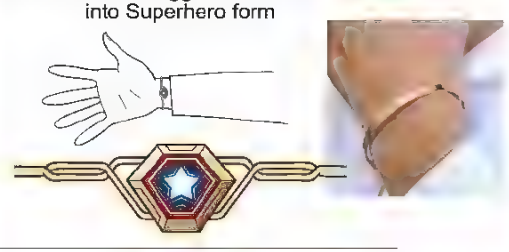


color version (do not respect the proportions of the colored version)

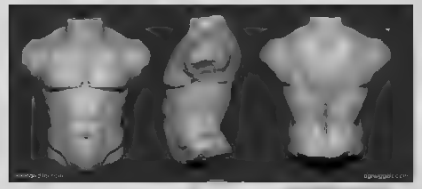


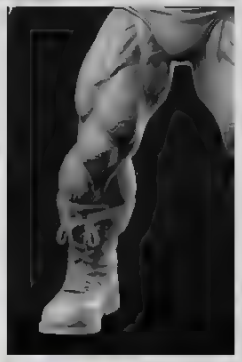
LB3 327 PR074 TRANSFORMATION WRISTLET

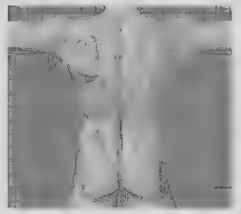
Hidden bracelet triggers transformation into Superhero form

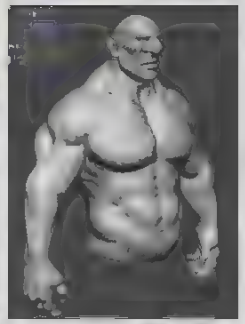


Modelling references
(We have to see clearly the volume of the muscles) :









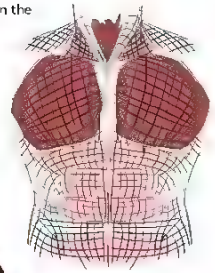
ZAG HERO Z

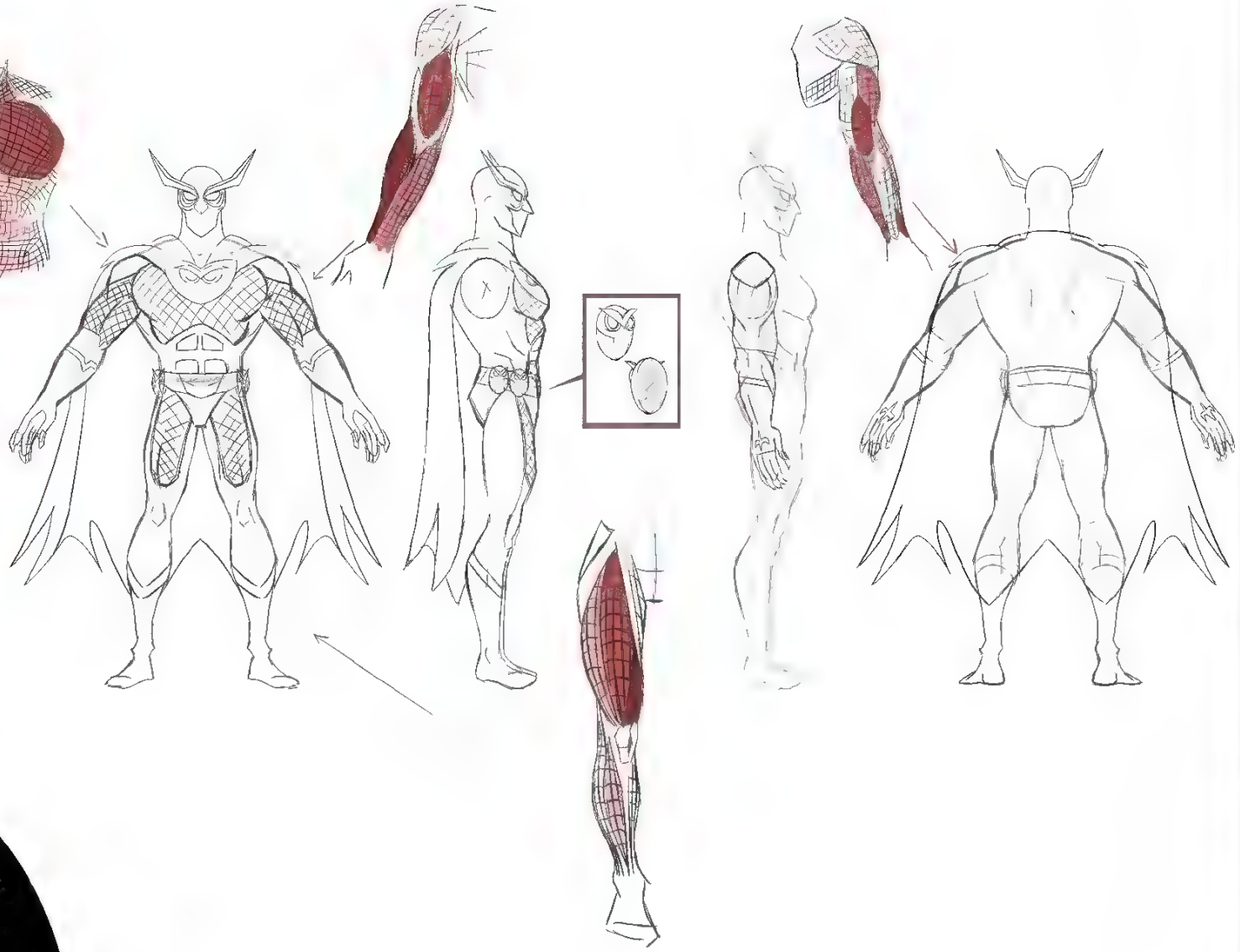
Miraculous World

19/11/07
LB3_327_CH007_KNIGHT_OWL_TURN

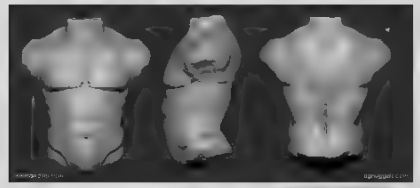
volume has to be visible on the mesh like this

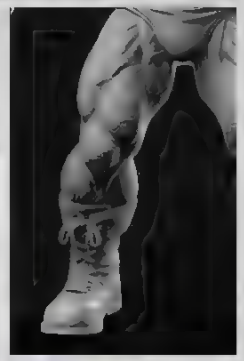
color version (do not respect the proportions of the colored version)

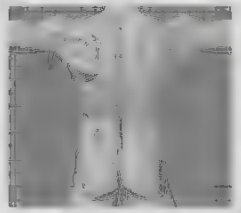


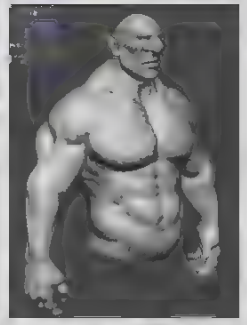


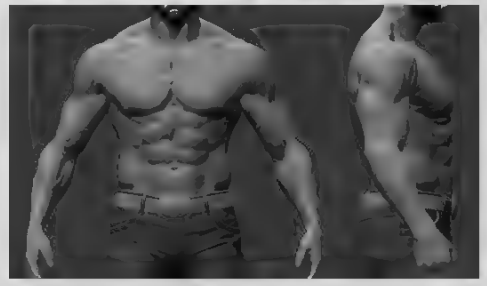
Modelling references
(We have to see clearly the volume of the muscles) :











ZAG HERO Z

Miraculous World

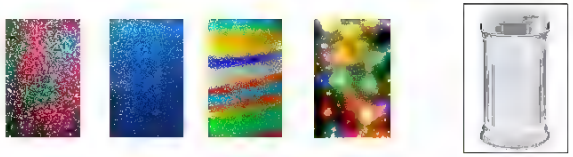
19/11/07
LB3_327_CH007_KNIGHT_OWL_TURN

Leather suit , gloves & boots
Leather harness and belts

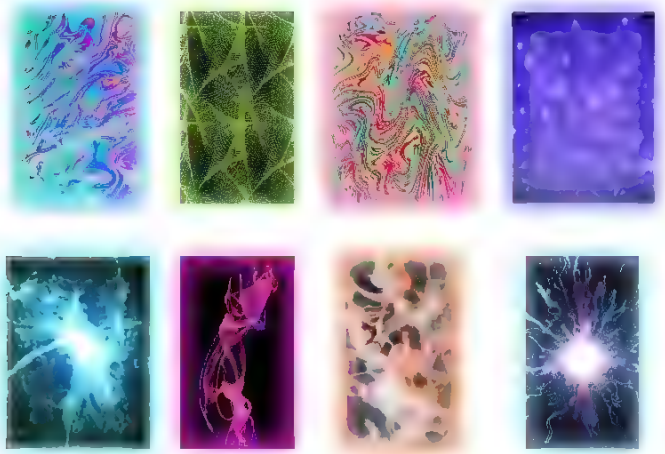
All ☐ is light golden metal

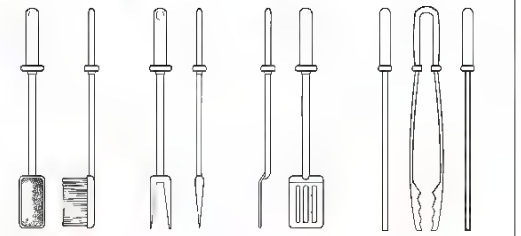
Same black hard plastic texture for
barbecue tools handles and backpack “quiver”

Grainy magical texture for grain dispensers on chest

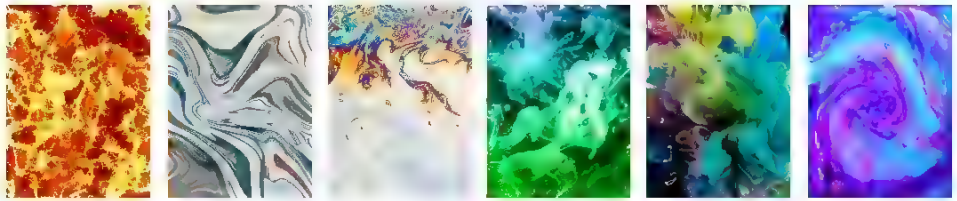


Animated particle magical texture for dispensers on Belt

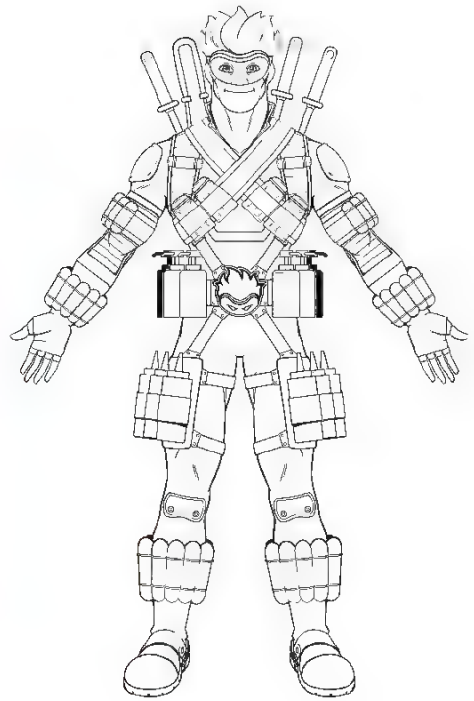


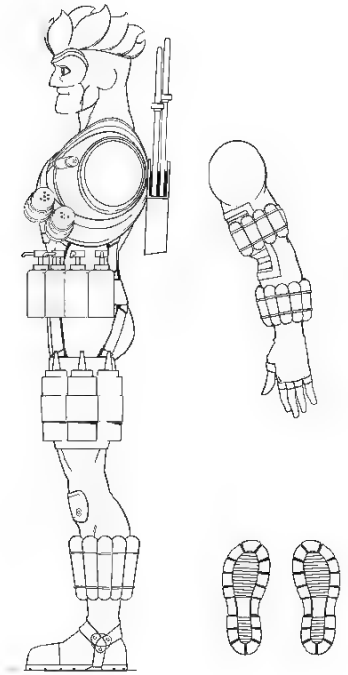


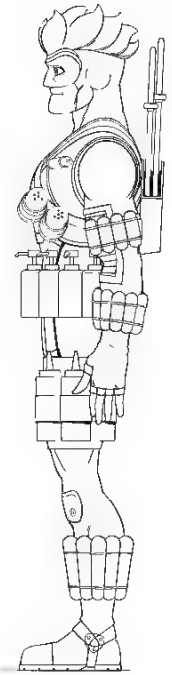
Animated liquid texture for dispensers on Legs

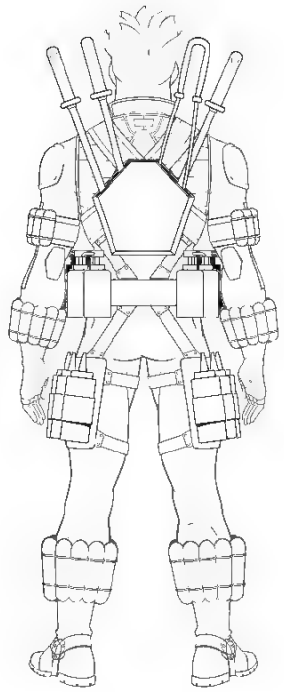


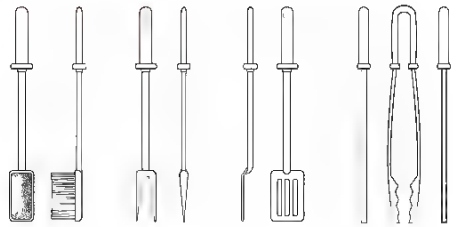
Marinette's model is for
Size Reference only
Not to be modelled











Miraculous World

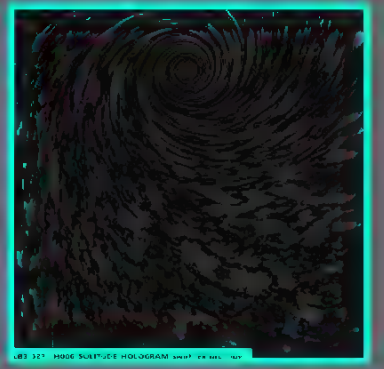
2020/01/29

LB3_327_CH021_BBQ_BOY

Please Use LB1 100 CH047 MR PIGEON 3D model and apply new shaders and textures

20/12/2019
LB3_327_CH006_SOLITUDE_HOLOGRAM

Please refer to video LB3_327_CH006_SOLITUDE_HOLOGRAM_TURN.mov for shader behavior.

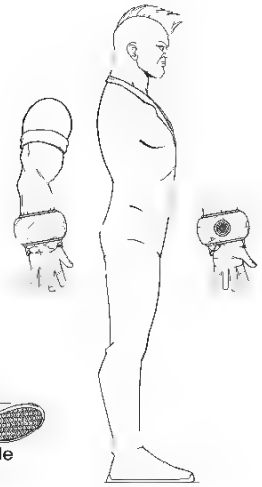


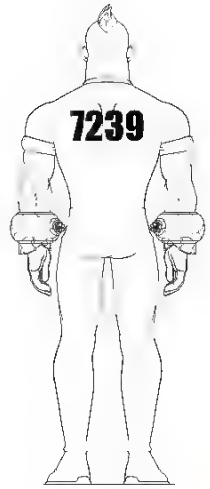
The main body shader is the texture [redacted] swirl_texture_h264.mov projected on a Fresnel/Falloff shader. Please make sure that the twirls are regular (circle shape).

Please use plain emmisive shader for the eyeballs and inner-mouth.

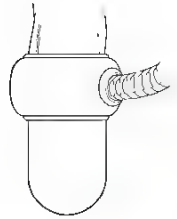
Marinette's model is for
Size Reference only
Not to be modelled

Sole

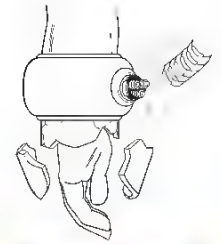


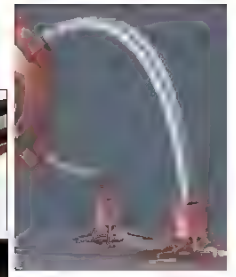


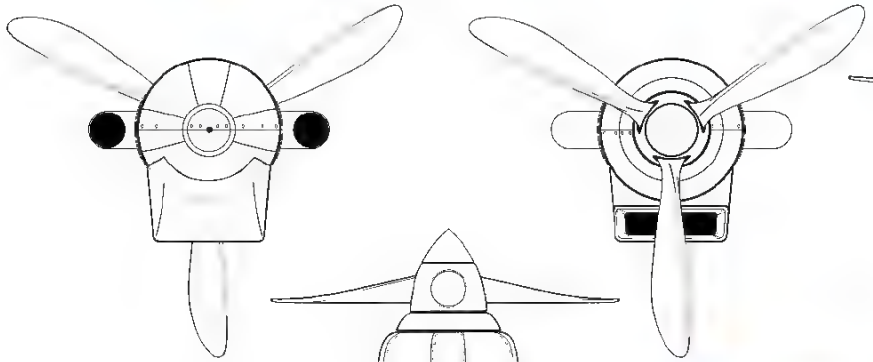
Cuffs' intact state

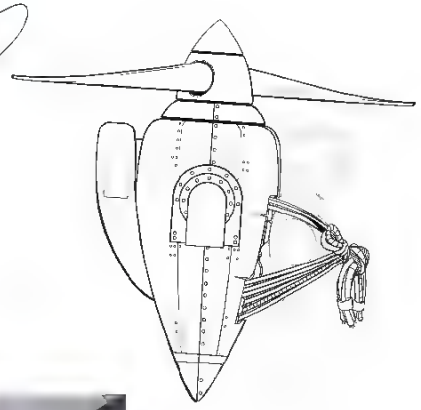


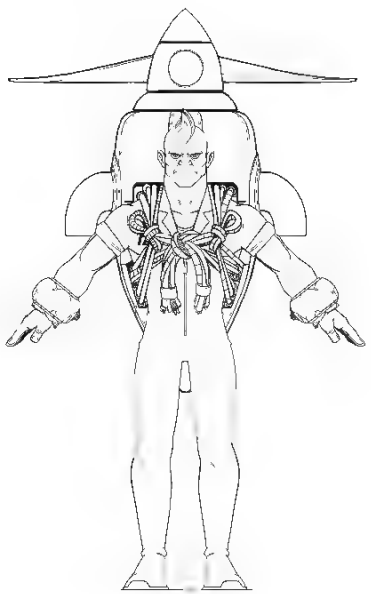
Cuffs' broken state

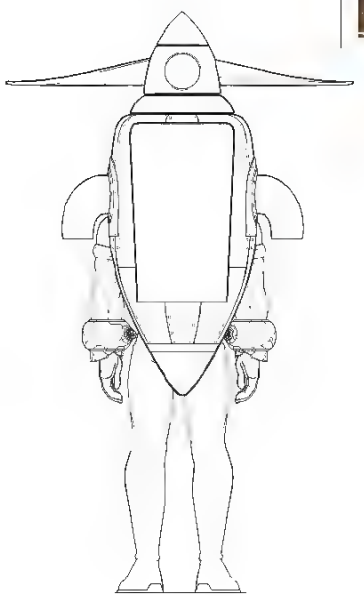












Mar nette's model is for
Size Reference only
Not to be modelled

Metal zipper

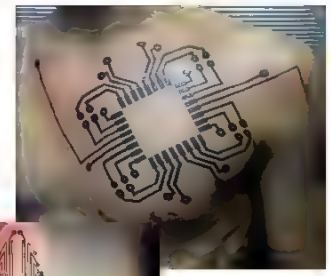
Cotton suit & t-shirt

Plastic sole

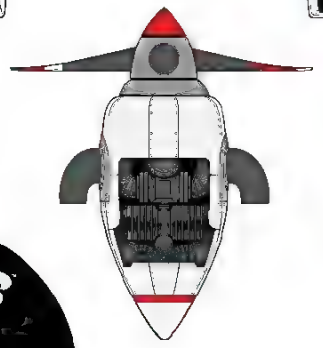
IMPORTANT NOTE: ANTICIPATE THAT SKIN AND
TATTOO PATTERN ARE GONNA CHANGE COLOR (FX)

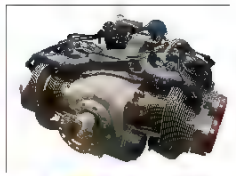
FOR THE PATTERN MAPPING,
PLEASE STAY AS CLOSE AS POSSIBLE
TO THE DESIGN SHOWN HERE

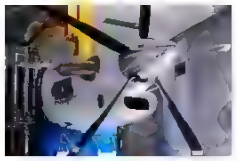
Electronic board pattern as tattoo

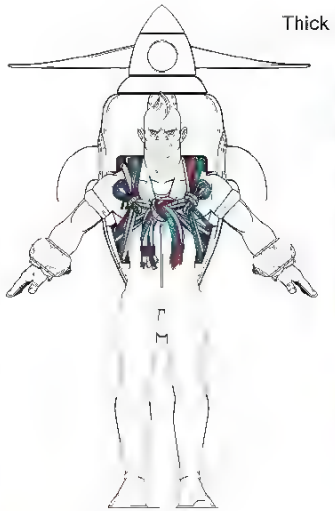


Pattern design uses only
45, 90, 135° angles

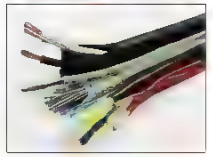




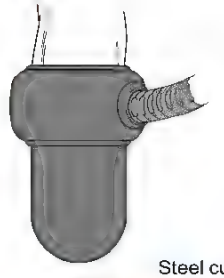




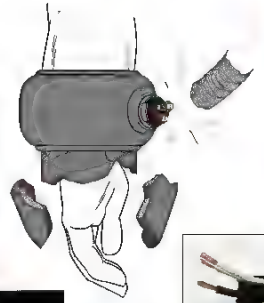
Thick metal and plastic cables



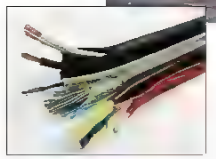
Cuffs: intact state



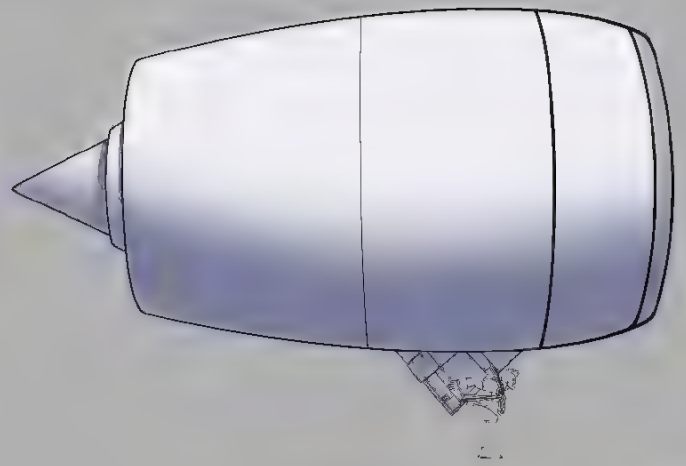
Cuffs: broken state

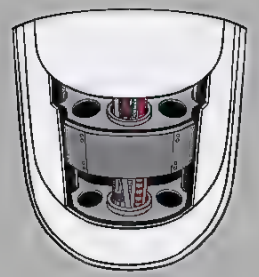


Steel articulated link

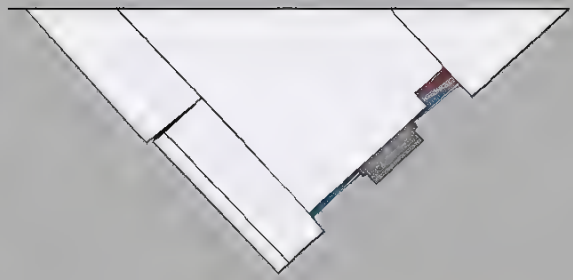


Steel cuffs

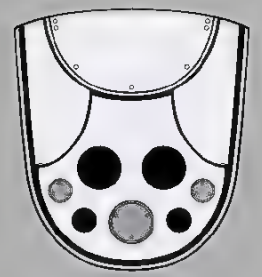




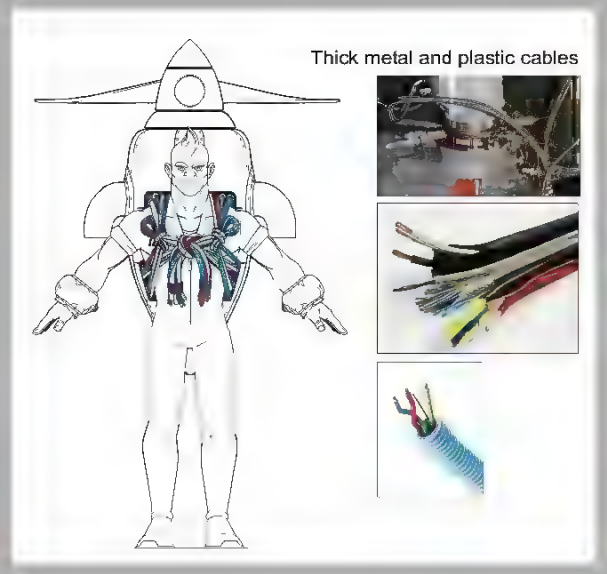
FRONT

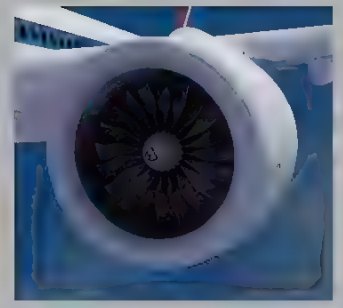


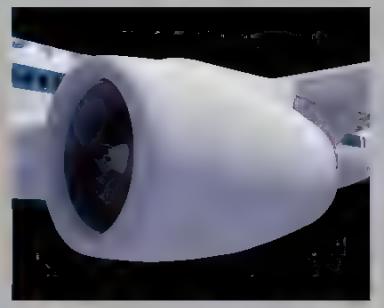
SIDE



BACK



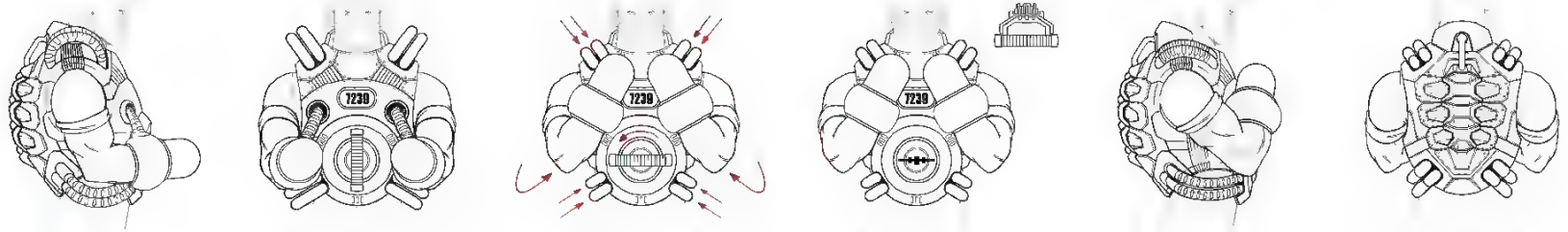


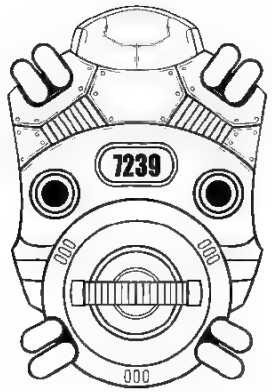


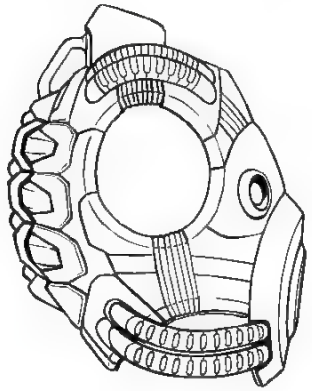
zAg

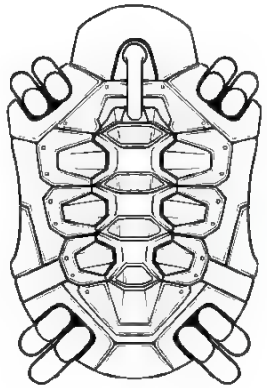
Miraculous World

2020/01/09
LB3_327_CH036_TECHNOPIRATE
_JET_ENGINE

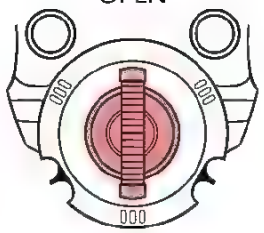




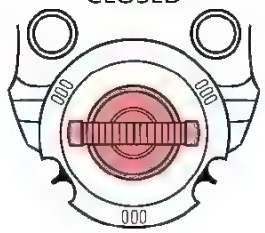




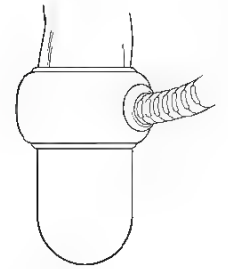
OPEN

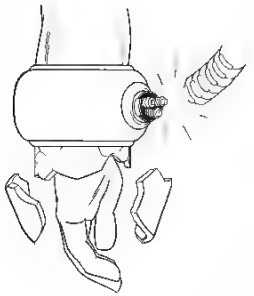


CLOSED

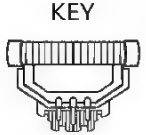


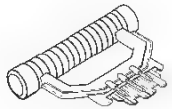
CUFFS & METAL LINK



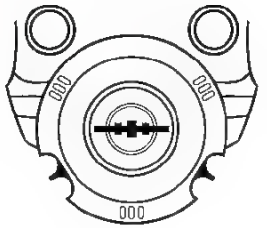


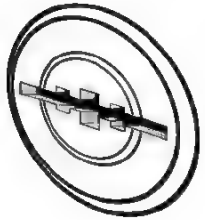
KEY

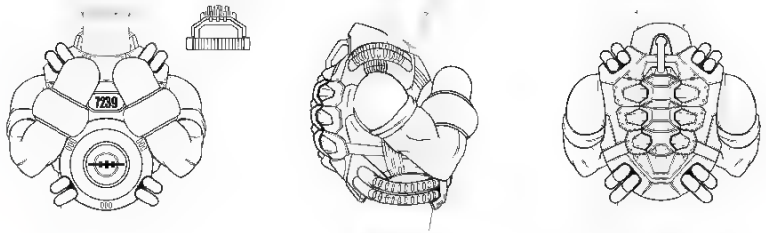




KEYHOLE



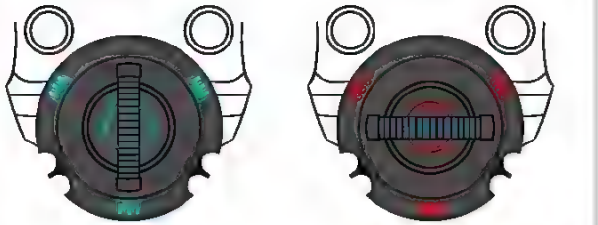




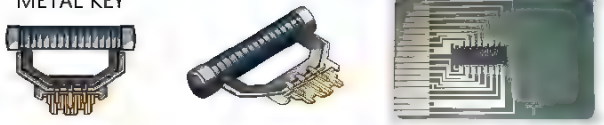
LIGHTS COLOR CODE

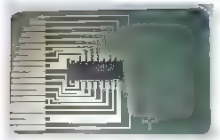
OPEN (UNLOCKED)

CLOSED (LOCKED)

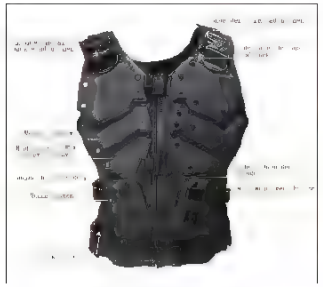


METAL KEY



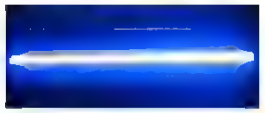


Gold pattern connector

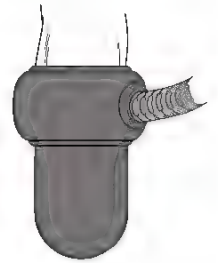


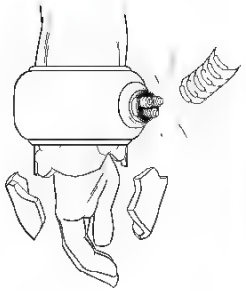
Dark metal harness

Fluo lights



CUFFS & METAL LINK

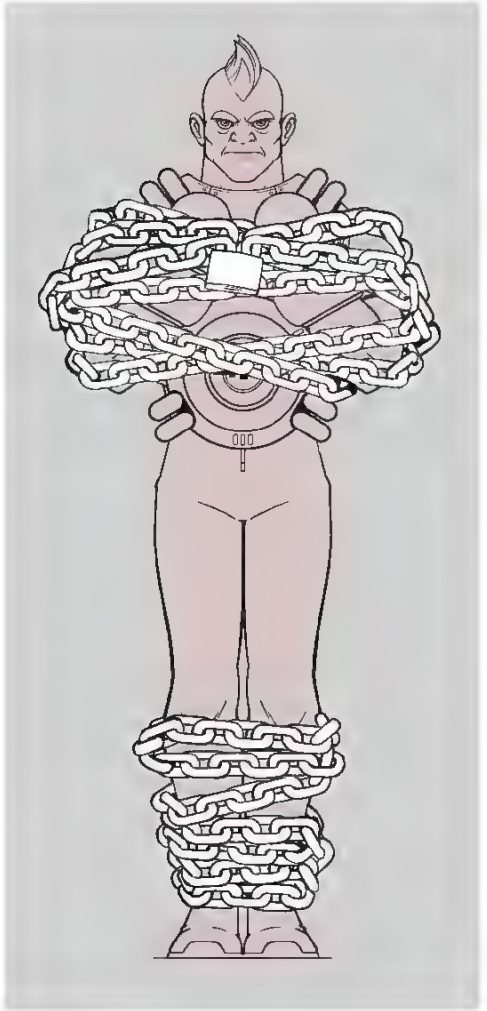


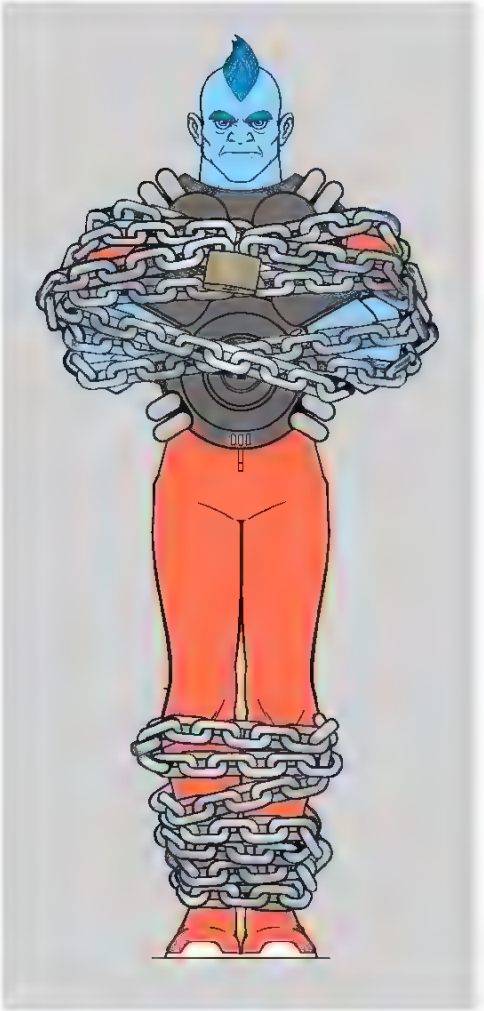


Articulated metal link

Metal cuffs

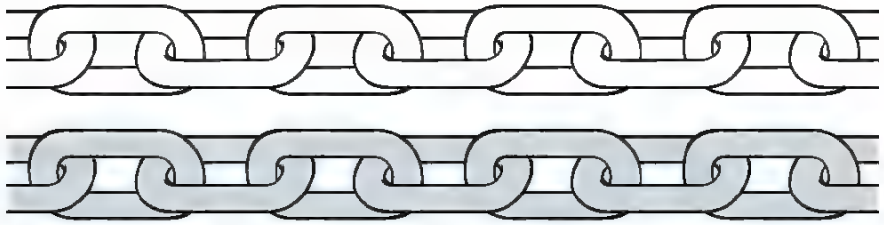
Use
LB3_327_CH035_TECHNOPIRATE_PRISONER
and add the pack of chains + padlock





Miraculous World

2020/05/15
LB3_327_CH044_TECHNOPIRATE_TIED_UP

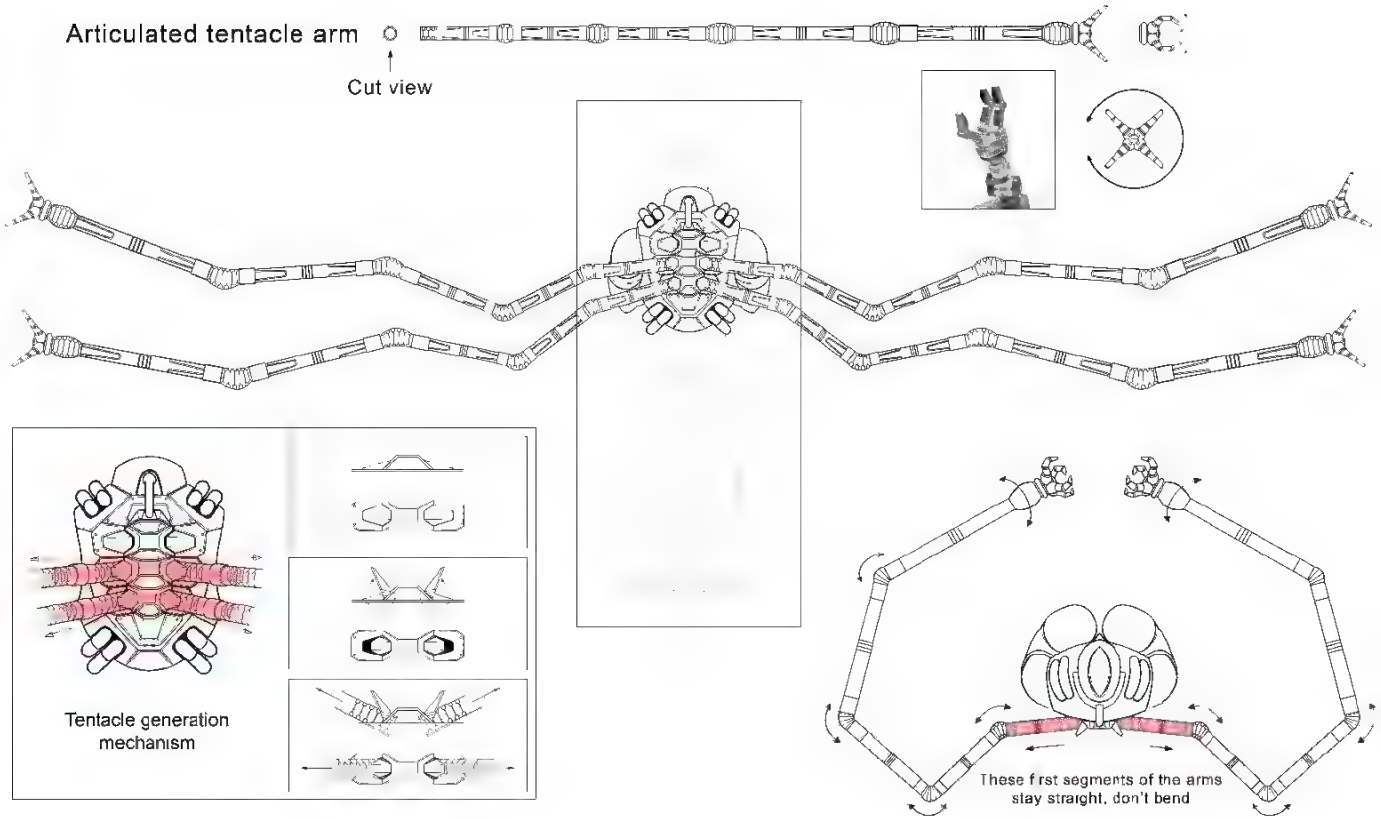


texture ref

LB3_327_CH023_TECHLONIZER is
LB3_327_CH035_TECHNOPIRATE_PRISONER with robotic arms and hands
Arms are generated through the back of the vest and
we must anticipate that arms mutate to another state:
-with cannons
-with cannons and laser eyes

Hands of Pirate remain tied to the chest

Miraculous World
19/11/07
LB3_327_CH023_TECHLONIZER



Dark metal texture for vest & robotic arms

Dark skin, bright hair and clothes

Glowing silhouette
Patterns and contours are luminescent

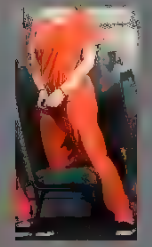
LB3_327_CH022_TECHLONIZER_CANNON is LB3_327_CH023_TECHLONIZER whose hands have been replaced by cannons

We must anticipate that texture and model are gonna mutate to another state with cannons and laser eyes

Cannons are resized clones from the one present in LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_LAFAYETTE_ROOM

Dark metal texture for vest & robotic arms

Dark skin, bright hair and clothes



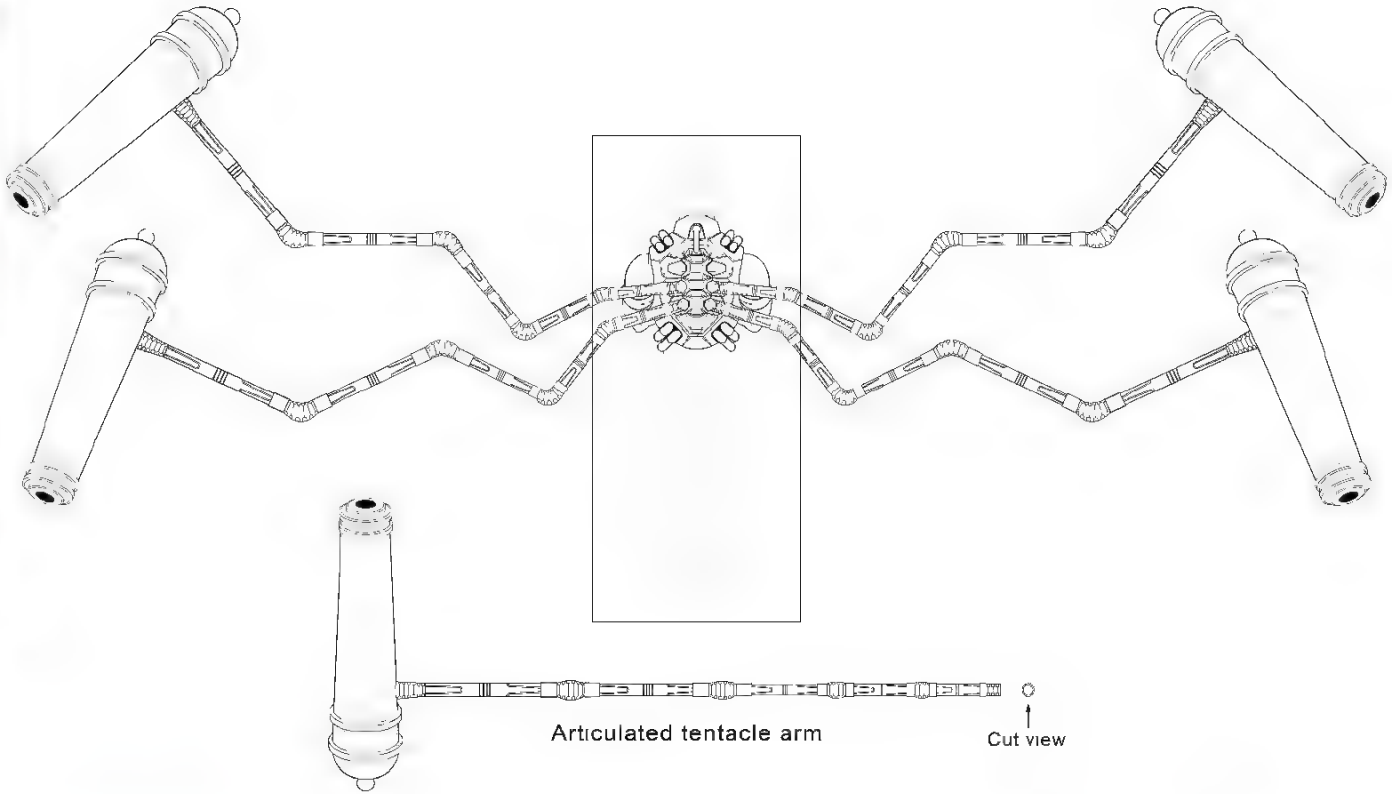
Glowing silhouette
Patterns and contours are luminescent

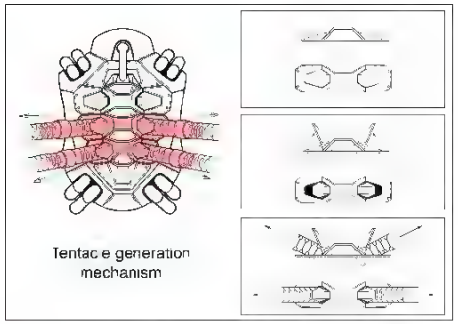
2020/01/23
LB3_327_CH022_TECHLONIZER_CANNON

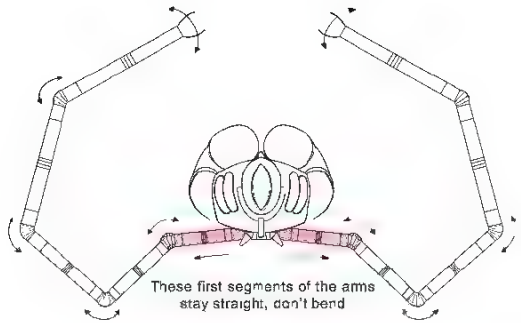
LB3_327_CH022_TECHLONIZER_CANNON is LB3_327_CH023_TECHLONIZER whose hands have been replaced by cannons.

We must anticipate that texture and model are gonna mutate to another state:
-w th cannons and laser eyes

Cannons are resized clones from the one present in
LB3 327 BG009 MUSEUM NY HISTORICAL SOCIETY LAFAYETTE ROOM





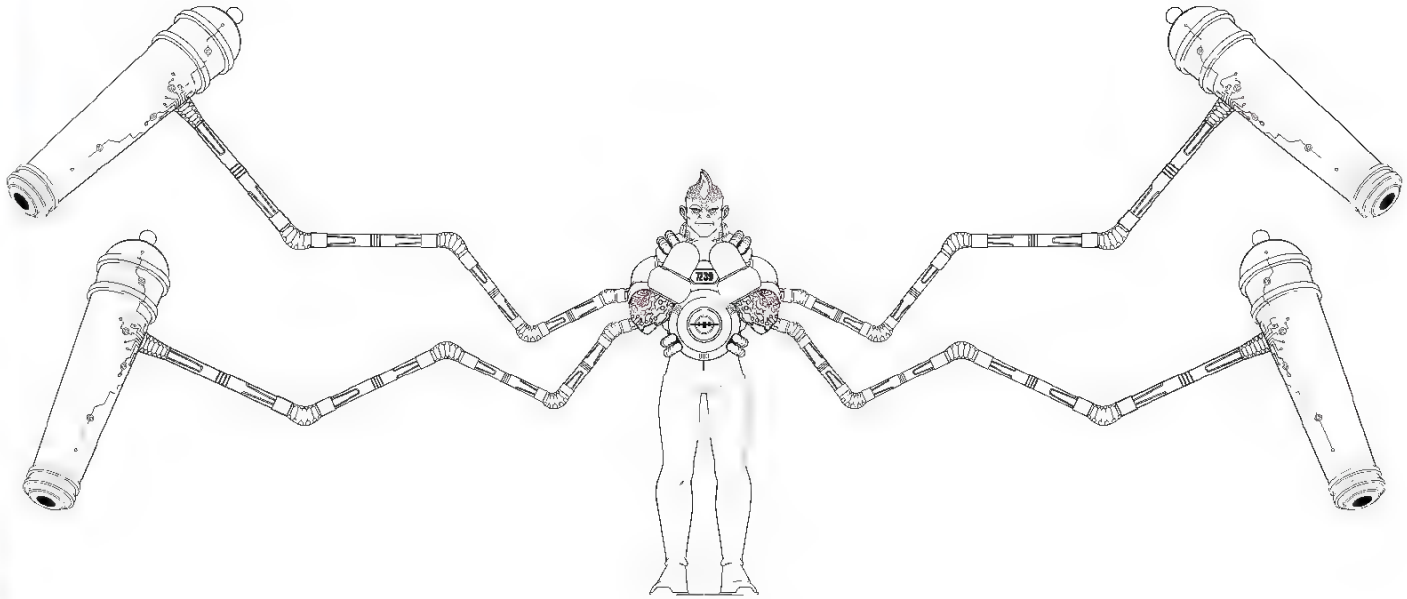


LB3_327_CH037_TECHLONIZER_CANNON_LASER_EYES

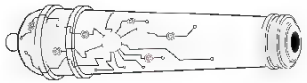
is

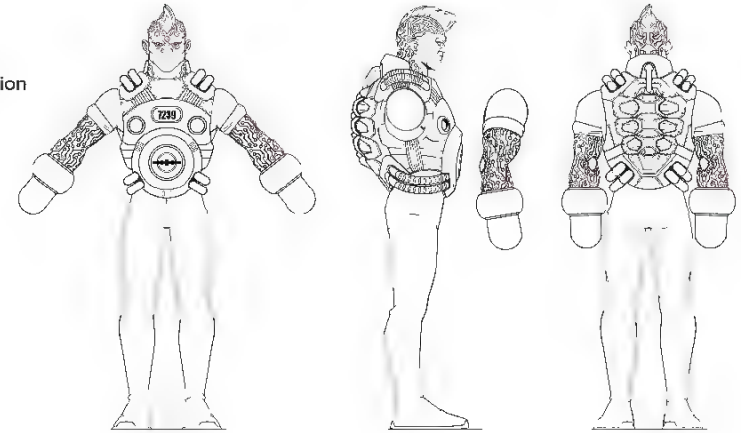
LB3_327_CH022_TECHLONIZER_CANNON
with laser eyes covering his body and cannons

Eyes are stolen from
LB_3278CH012_UNCANNY_VALLEY model
and cloned over his body



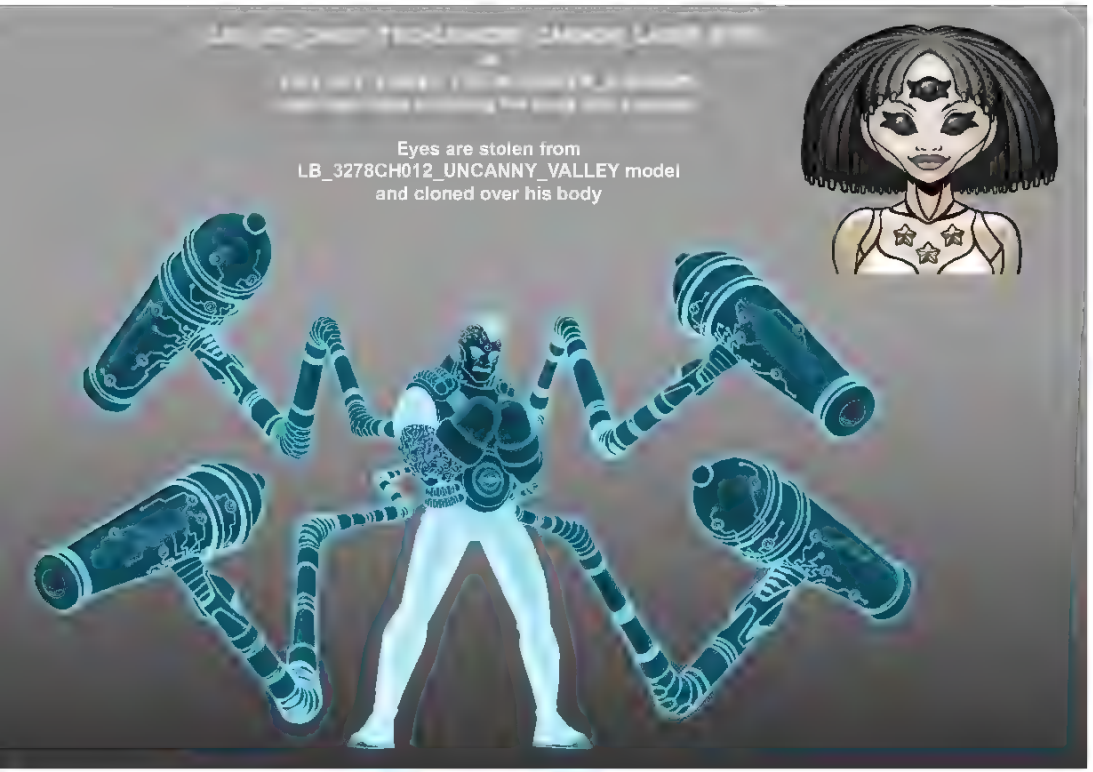
Laser eyes are spread on head, arms and cannons
Try as much as possible to stick to stick to the design
and follow the tattoo pattern
On cannons, the pattern is the one of the power manifestation





Miraculous World

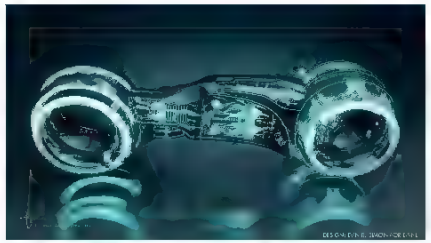
2020/01/24
LB3_327_CH037_TECHLONIZER
_CANNON_LASER_EYES



Camera / Laser eyes
(same as Uncany Valley)

Dark metal texture for
vest & robotic arms

Dark skin, bright hair and
clothes

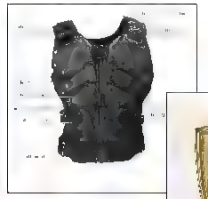


Glowing silhouette
Patterns and contours are luminescent

Miraculous World

2020/01/24
LB3_327_CH037_TECHLONIZER
_CANNON_LASER_EYES

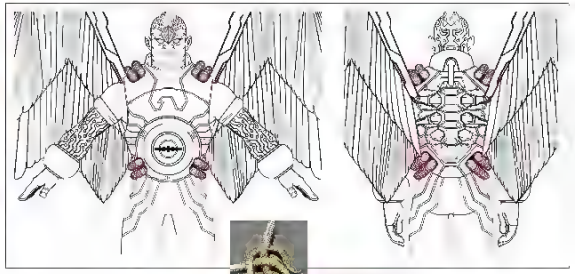
Brown metal cuffs, armor and wings



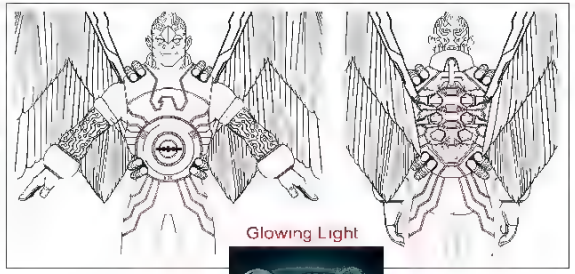
Gold articulated links

Gold plate on forehead as Beak

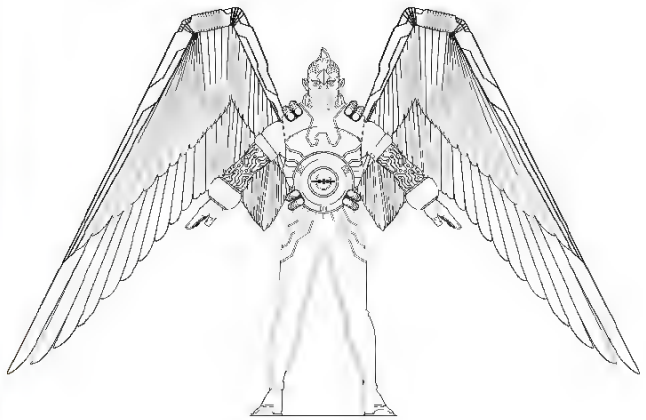
Brown leather suit

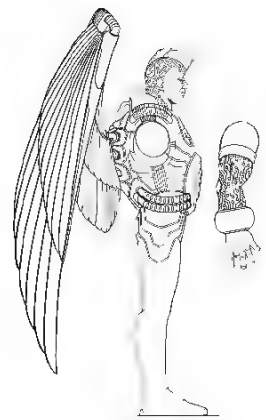


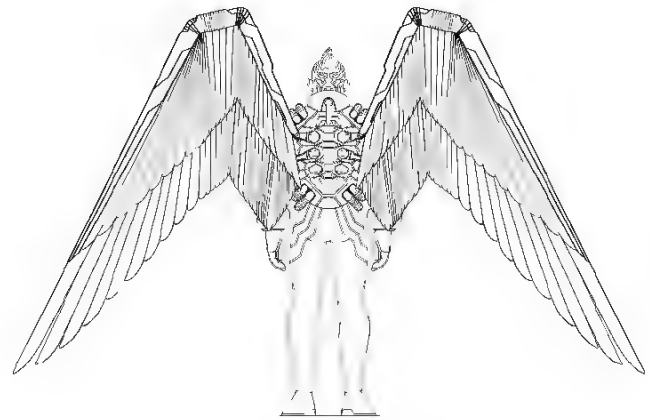
Gold Metal

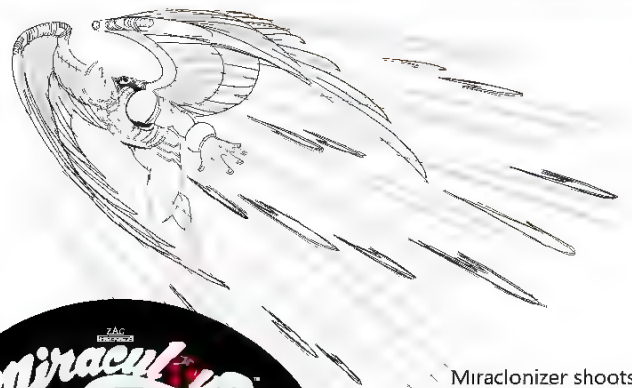


Glowing Light



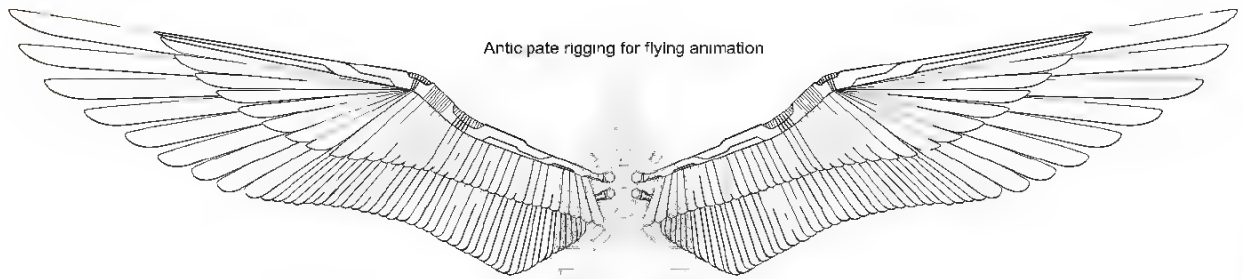


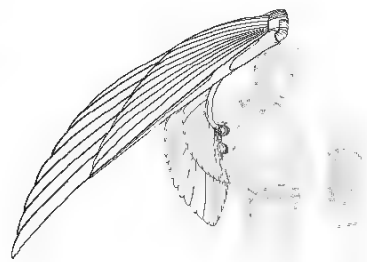




Miraclonizer shoots
energy blades (FX) from his wings
and his body

Antic pate rigging for flying animation



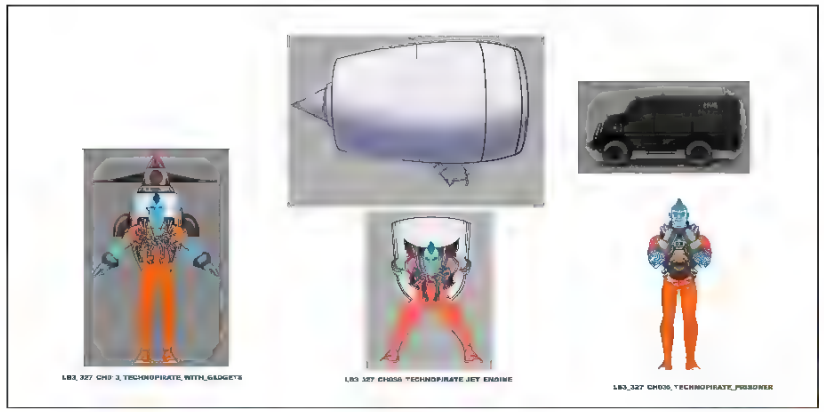


Ampl tude of w ngs movement

2020/01/28
LB3_327_CH026_MIRACLONIZER

ZAG
HERO CZ
Miraculous™
World
20/06/03
LB3_327_CH043_MIRACLONIZER_NO_WING

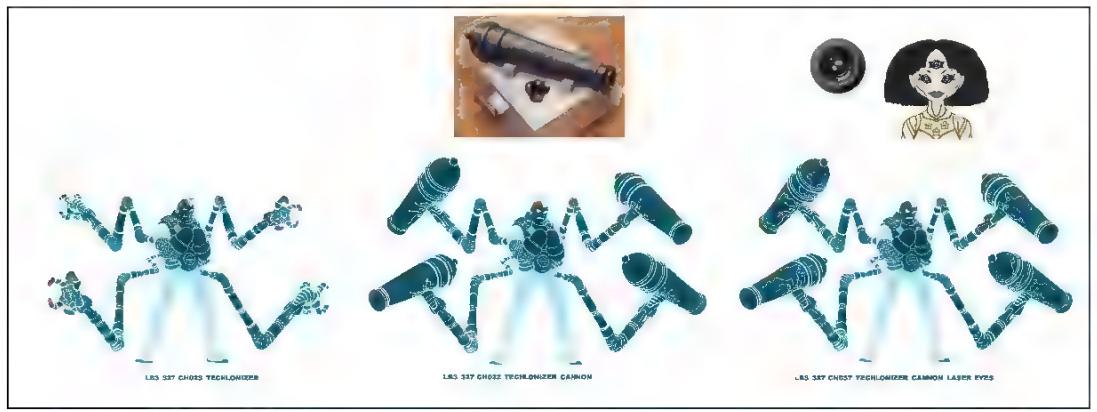
SIZE REF



TECHNOPIRATE

AKUMATIZATION

AKUMA



TECHLONIZER

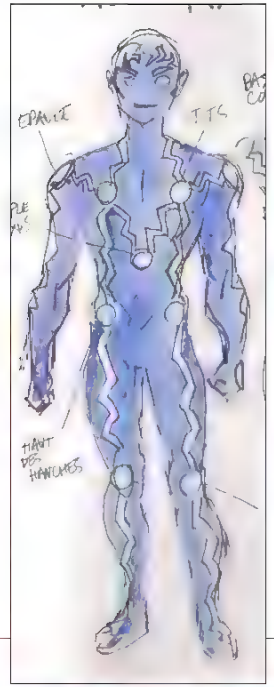
AKUMATIZATION
+
POUVOIR MIRACULOUS

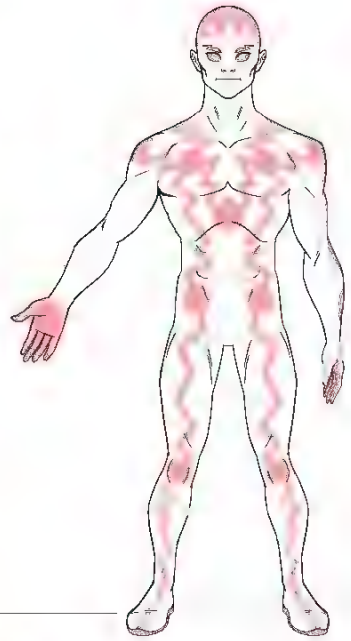
MIRACLONIZER

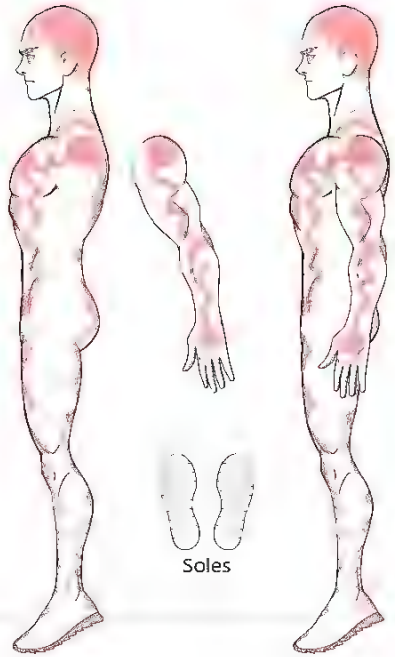
EAGLE CLAW NECKLACE

TECHNOPIRATE TRANSFORMATIONS

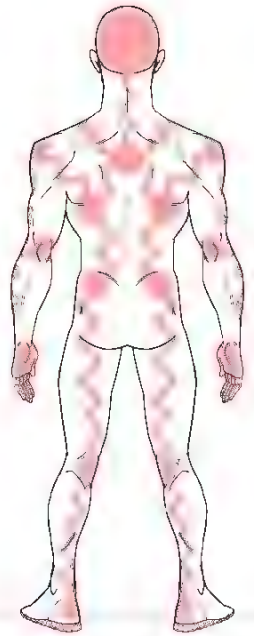
Ladybug's model s
for Size re ation only
Not to be modelled

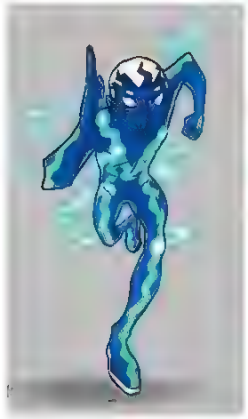






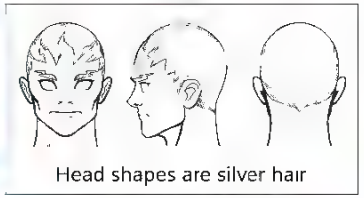
Soles





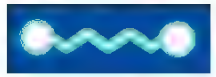
Speedster Intention

Speed force flashes around the body



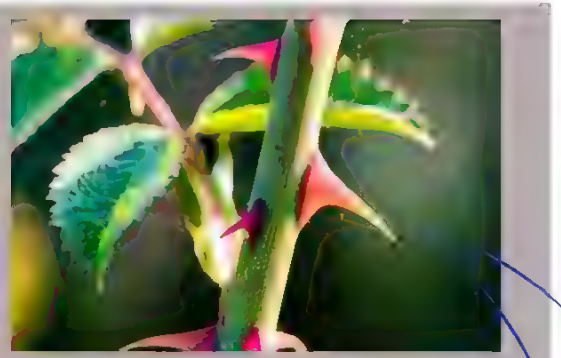
Head shapes are silver hair

Flashes & Pattern colors

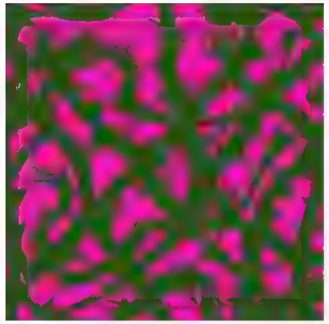


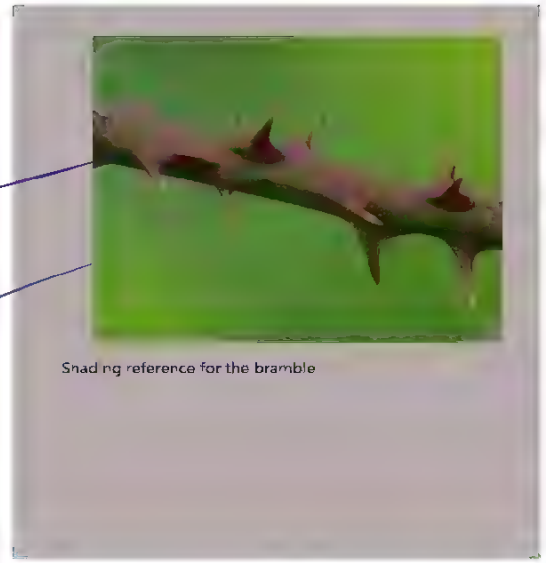
Lycra suit and Face

shading reference for the body.



shading reference for the hair and the other thorns.

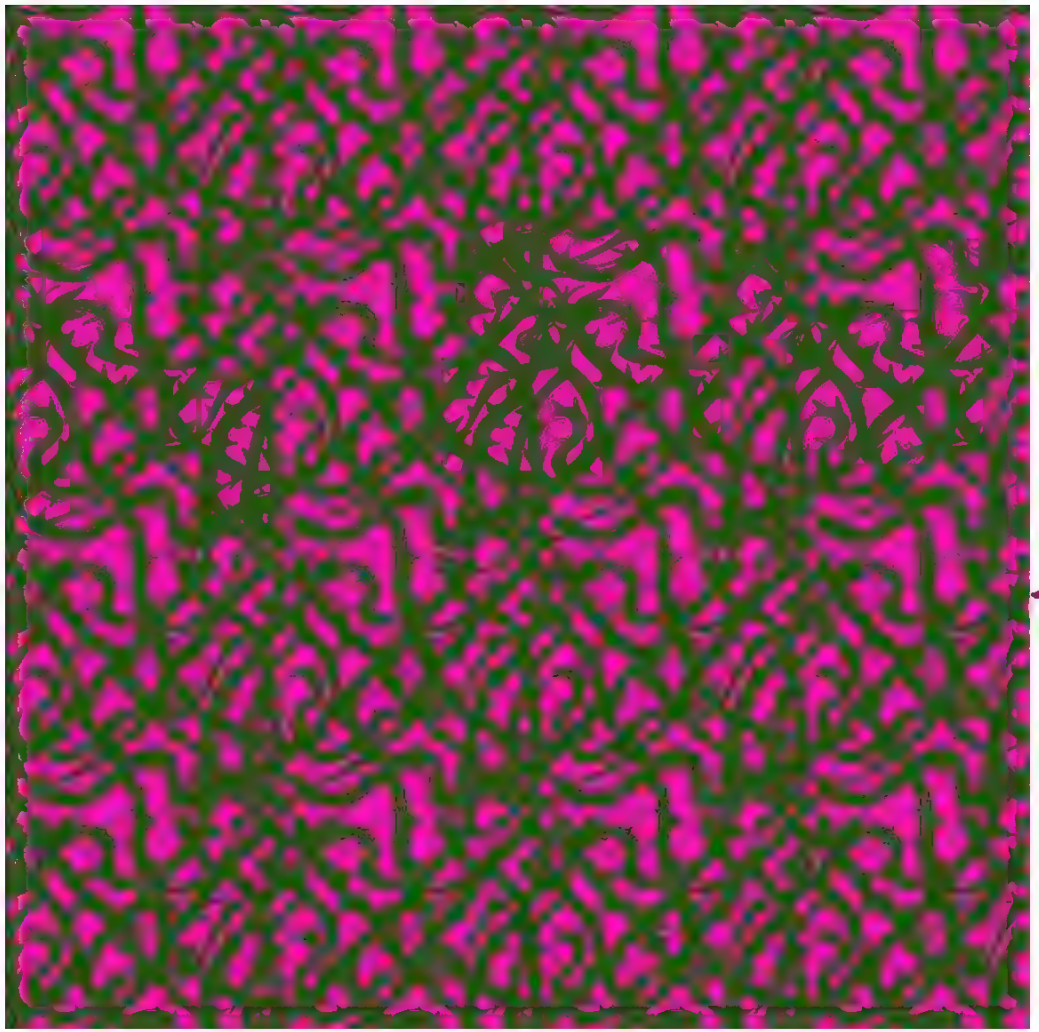




Shading reference for the bramble

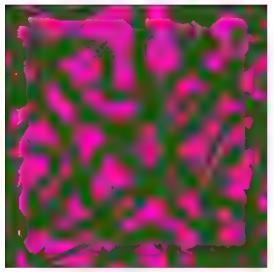
same material as the body.

shadind reference for golden eye.



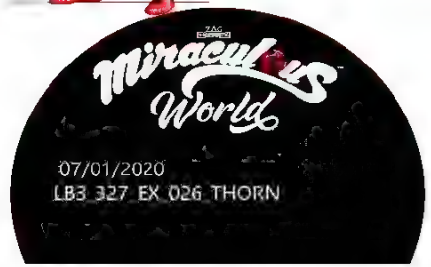
EXEMPLE

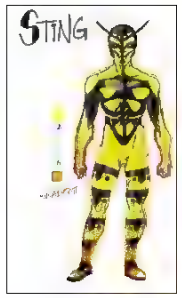
close up de logo



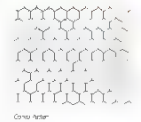
PATTERN

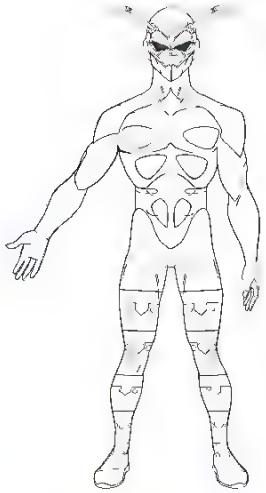
Ladybug's model s
for Size relation only
Not to be modelled



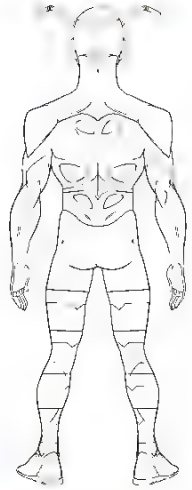


Use Mercury's body template
(B3_327_EX025_MERCURY)
for model and rigging
Change texture &
Head for Helmet



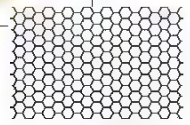


So es



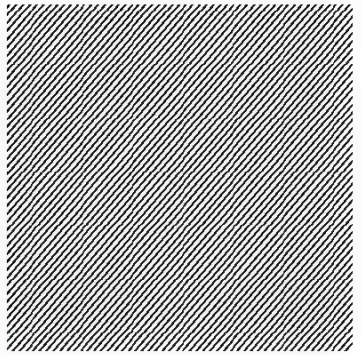
Sh ny plast c suit and he met

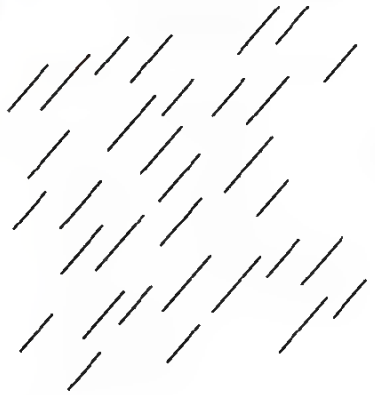
Eyes texture



Gr d Costume texture

Soles





Haircut

catsuit pattern

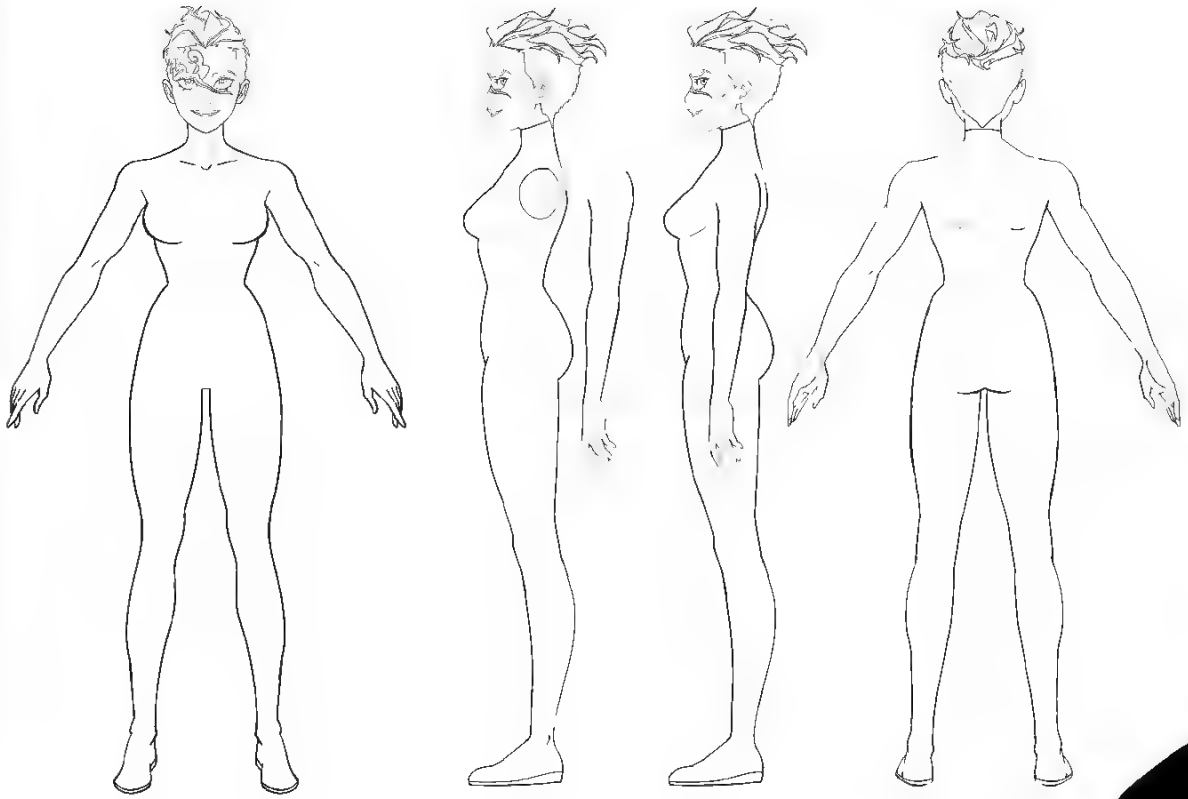
Lightning neon pattern

Use this model as reference : for :LB3_327_EX_032_AGENT_YELLOW-Design_crea-scene.v023 (same model ng)

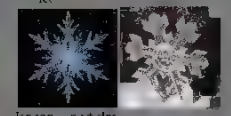
ZAG HERO

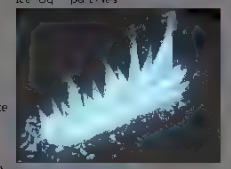
Miraculous World

22/01/20
LB3_327_EX030_HURRICANE_TEXTURE



Model reference (same body modeling): LB3_327_EX_032_AGENT_YELLOW-Design_crea-scene.v023

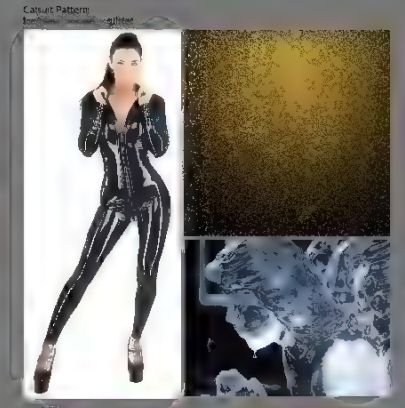


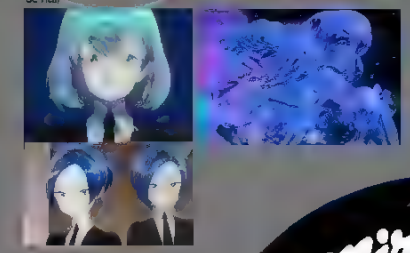


The halo floats behind the head with a slight delay in animation
The glow is a light cold fog and the particles are flakes of ice that float in the smoke and sparkling

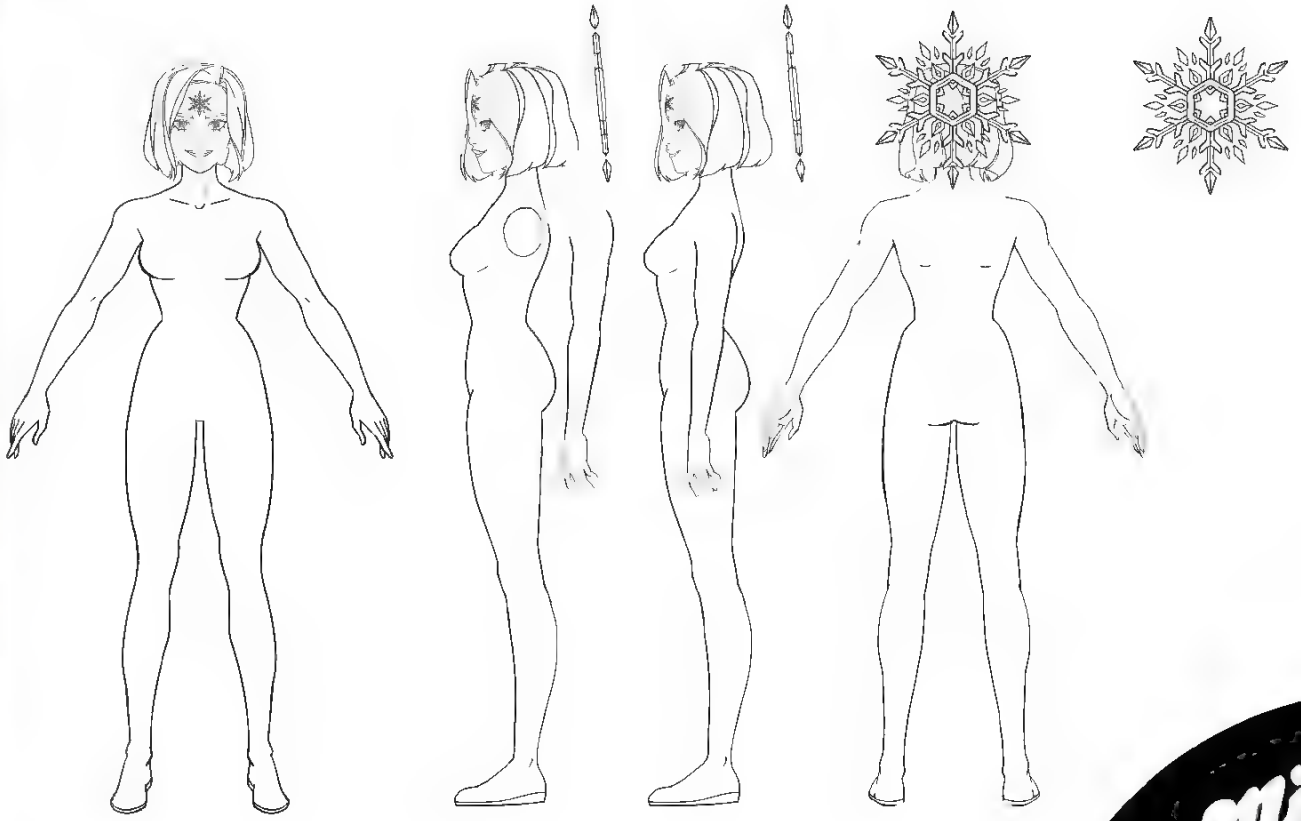
For the Halo glow please use LB3_327_EX036_SNOWFLAKE_HALO_GLOW

Catsuit's Snowflakes





Use this model as reference for LB3_327_EX_032_AGENT_YE_LOW Design crea scene.v023 (same modeling)



Model reference (same body modeling): LB3_327_EX_032_AGENT_YELLOW-Design_crea-scene.v023

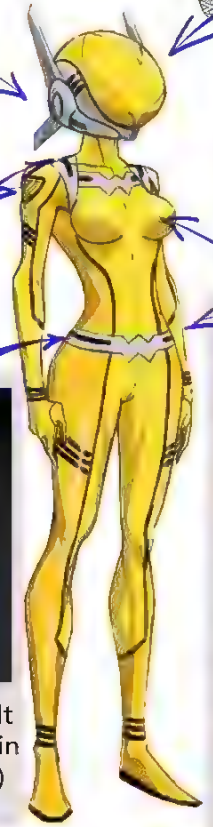
10/01/20
LB3_327_EX030_SNOWFLAKE_TURN

shading reference for the part o
metal of helmet

shading reference
for the stripe

shading reference for the belt
and the other part of very thin
metal (have to be DELICATE)

AGENT YELLOW



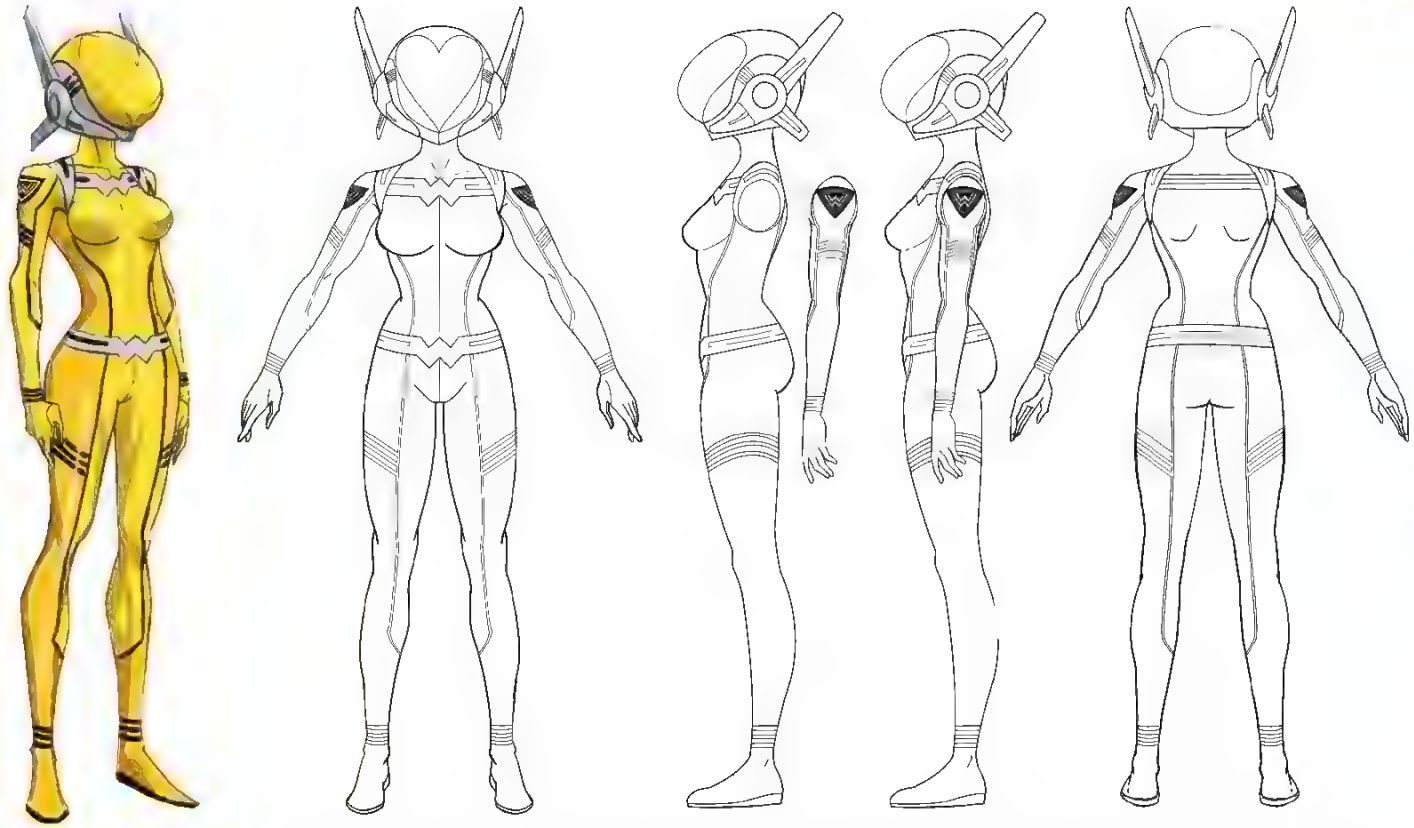
shading reference bump

shading reference of visor

shading refeence for
couleur and specular

shading reference for sole

AGENT YELLOW



close up of logo

sole

AGENT YELLOW IS THE SAME MODEL AS AGENT BLUE AND AGENT RED. ONLY THE COLORS CHANGE.

Miraculous World

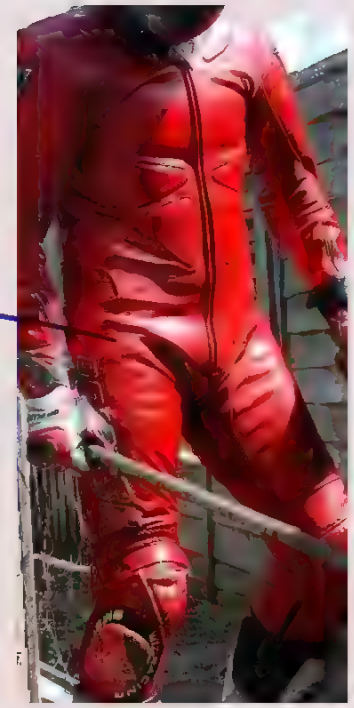
02/01/2020

LB3_ 327_EX032_AGENT_YELLOW

shading reference for the part of metal of helmet

shading reference of visor

shading refeence for couleur and specular



shading reference the stripe

shading reference for the belt and the other part of very thin metal (have to be DELICATE)

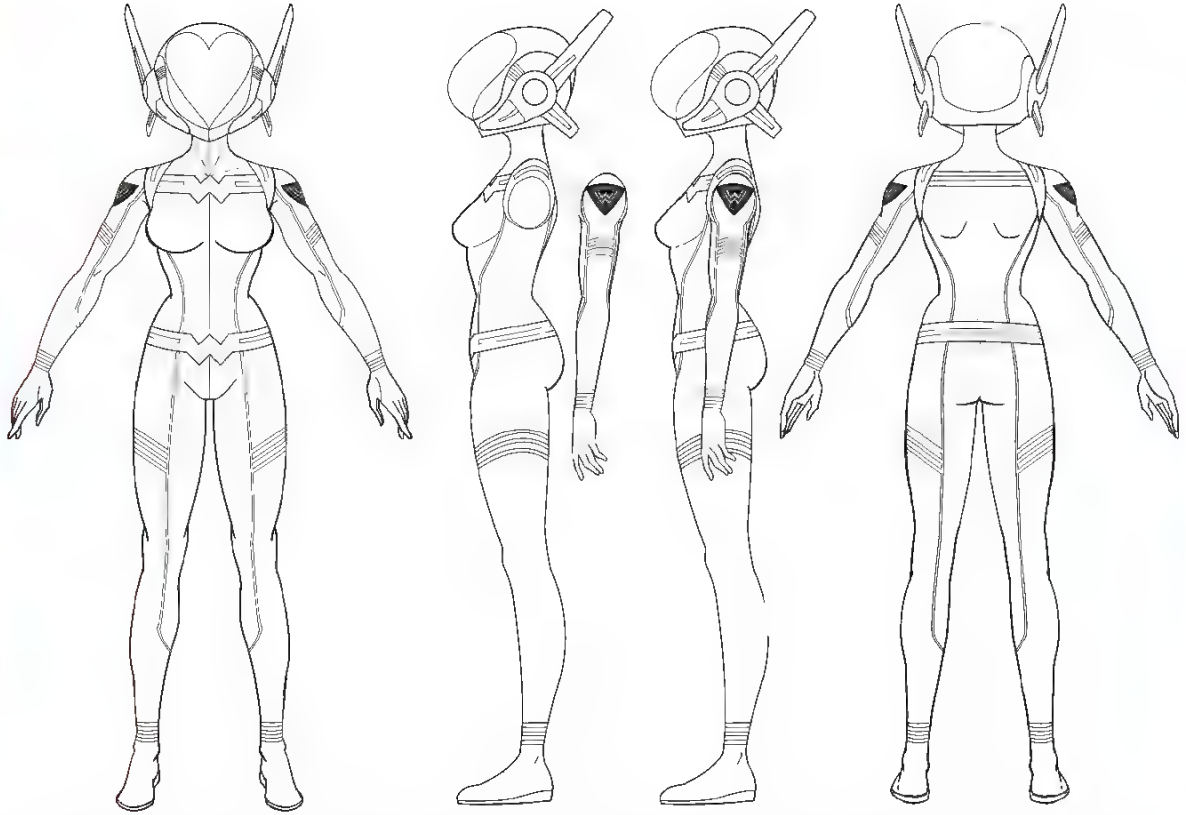
shading reference bump

Miraculous World

02/01/2020

LB3_ 327_EX033_AGENT_RED- TEXTURE

AGENT RED



close up of logo

sole

AGENT RED IS THE SAME MODEL AS AGENT BLUE AND AGENT YELLOW. ONLY THE COLORS CHANGE.

Miraculous World

02/01/2020

LB3_ 327_EX032_AGENT_YELLOW

shading reference for the part of metal of helmet

AGENT BLUE

shading reference of visor

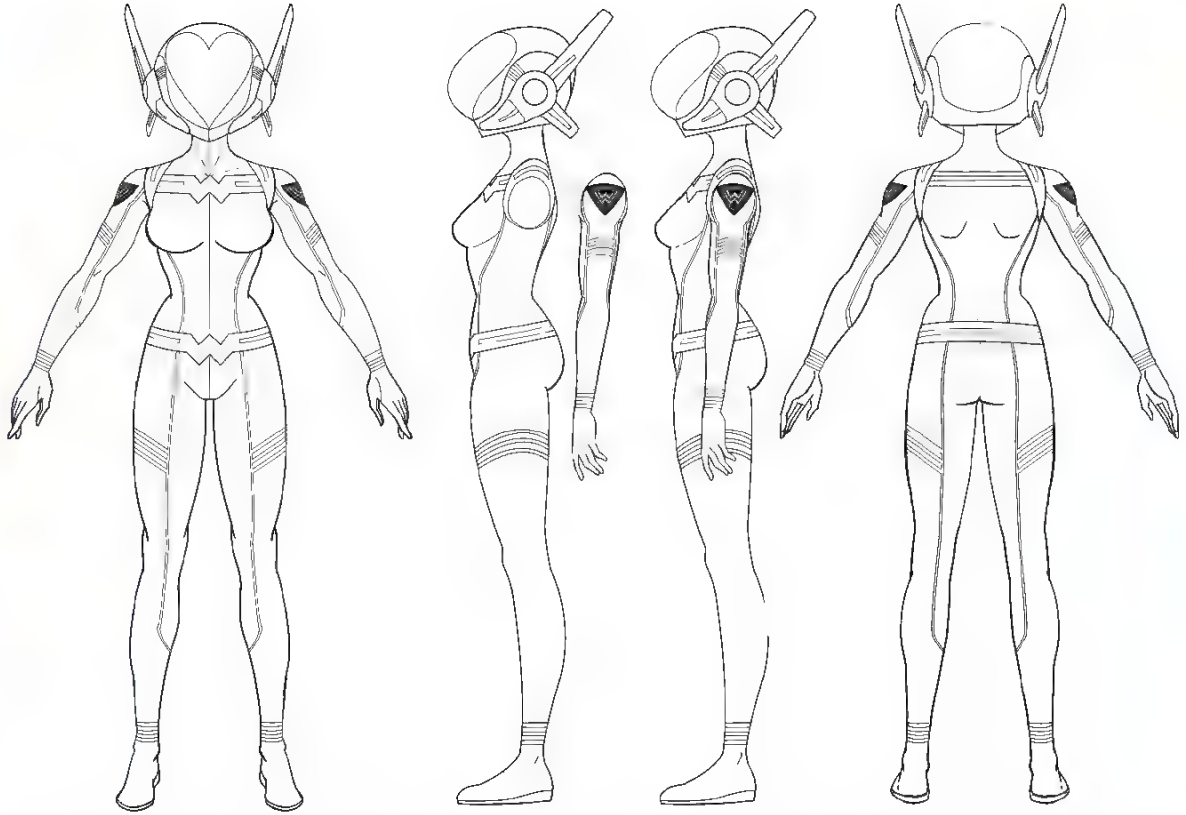
shading refeence for couleur and specular

shading reference for the stripe

shading reference for the belt and the other part of very thin metal (have to be DELICATE)

shading reference bump

AGENT BLUE



close up of logo

sole

AGENT BLUE IS THE SAME MODEL AS AGENT RED AND AGENT YELLOW. ONLY THE COLORS CHANGE.

Miraculous World

02/01/2020

LB3_ 327_EX032_AGENT_YELLOW

Native American

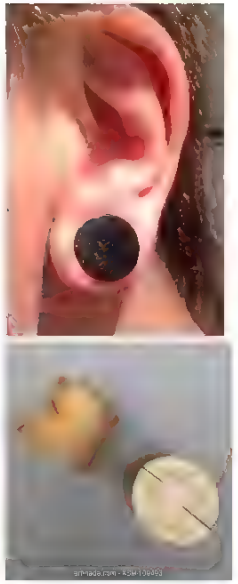
Dark/Black eyes

Shader / Texture

The eyebrows are in PaintFx from the mesh, as the character Damocles example here :

Eyebrows protruding from the face

Ivory Ear plugs



Hair color reference

Dark skin

beauty mole

Miraculous World

19/11/28
LB3_327_CH015_MIRACULOUS_GUARDIAN_MONK

RE-USE OF LB4_406_CH001_GRAND_MASTER_SUHAN
SAME CHARACTER BUT WITH DIFFERENT HEAD AND SKIN COLOR
REMOVE THE TREAD UNDER THE SHOES

Miraculous World

25/11/19

LB3_327_BG004_LIBERTY_ISLAND_FLAG_EXT

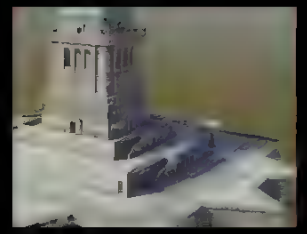
ZAG

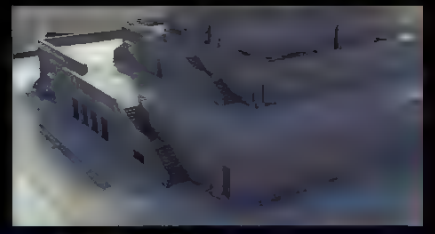
Miraculous™ World

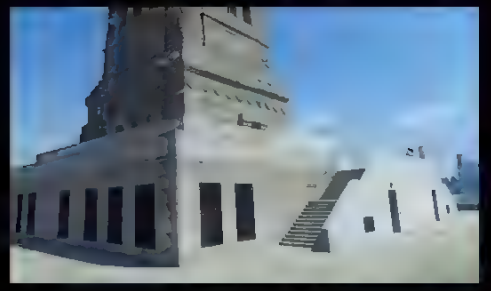
19/12/19

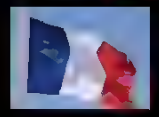
LB3_327_BG004_LIBERTY_ISLAND_EXT

PLEASE ADD SOME 3D DETAILS
TO THIS ZONE









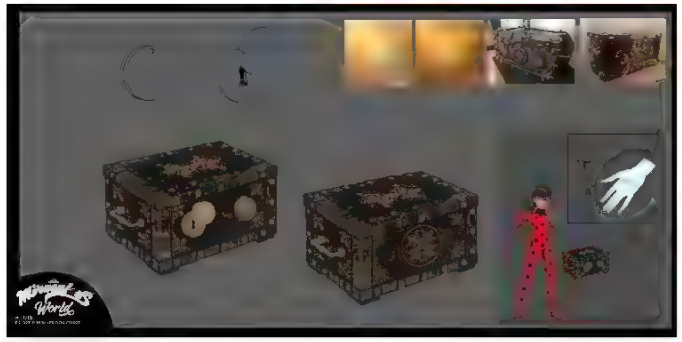
Miraculous World

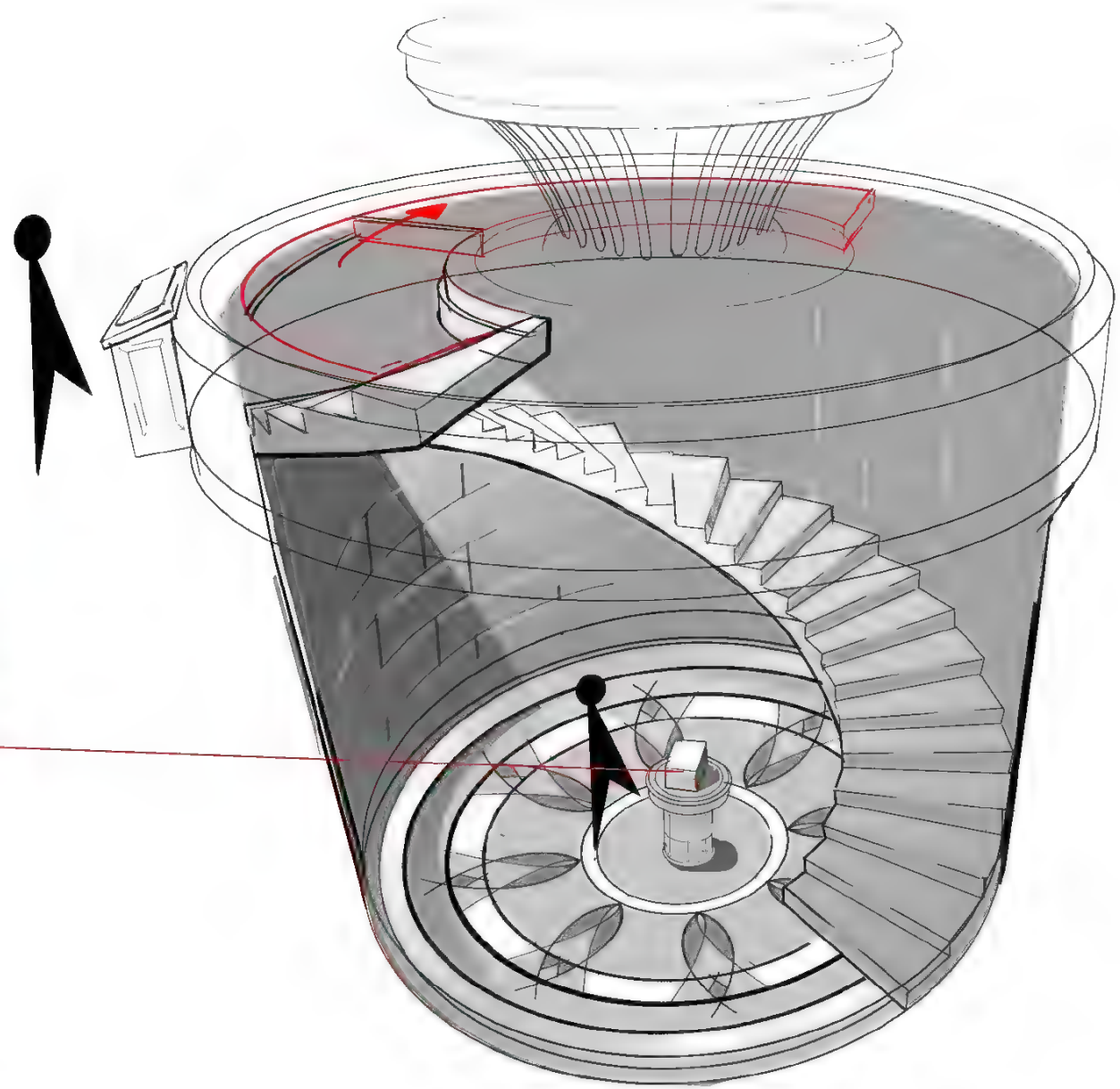
19/12/19
LB3_327_BG004_LIBERTY_ISLAND_EXT

28/11/19
LB3_327_BG004_LIBERTY_ISLAND_SECRET_ROOM_INT_01

TORCH OF LIBERTY
October 28th 1886

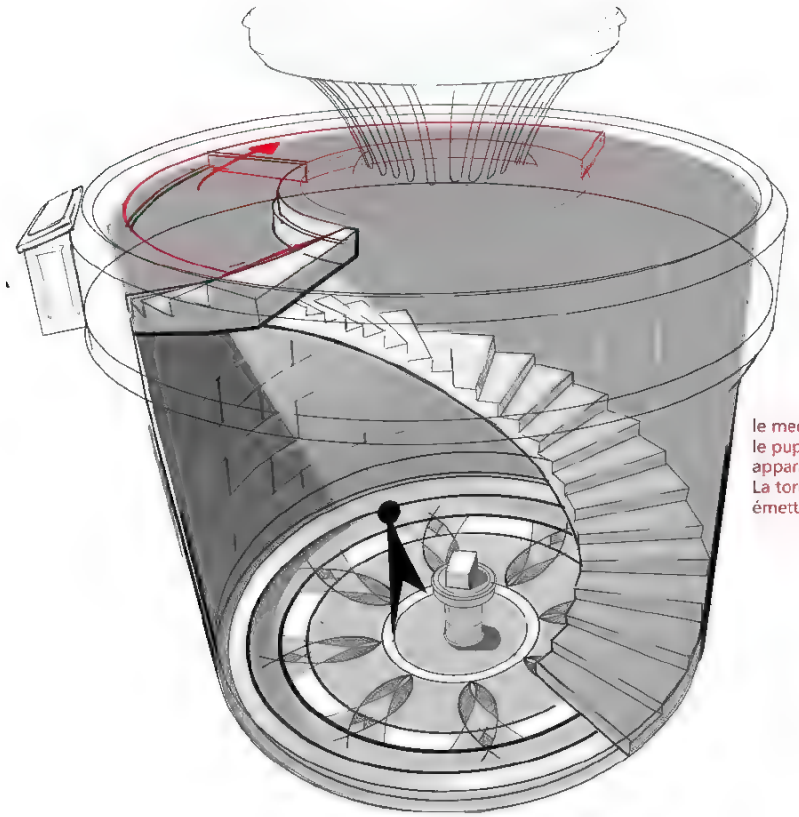
insert the key here
to turn on the mechanism

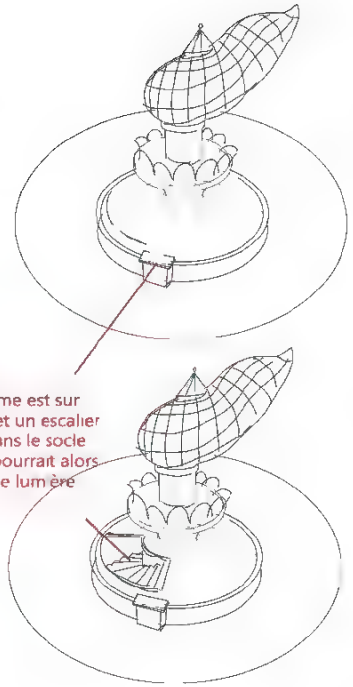




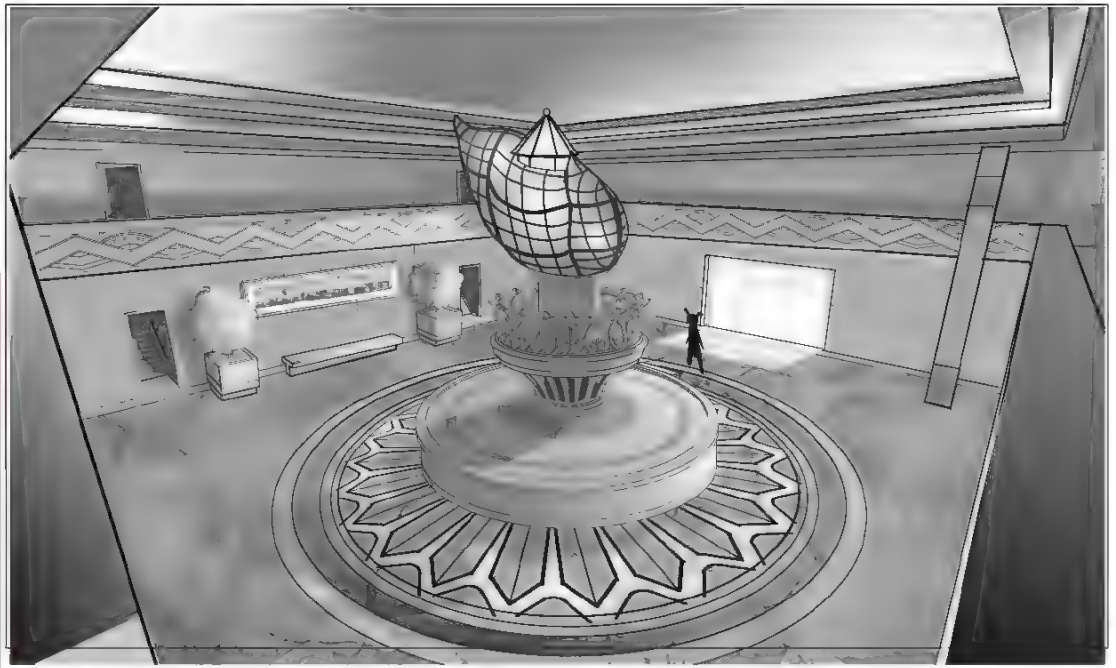
ZAG HEROEZ
Miraculous World

28/11/19
LB3_327_BG004_LIBERTY_ISLAND_SECRET_ROOM_INT_03





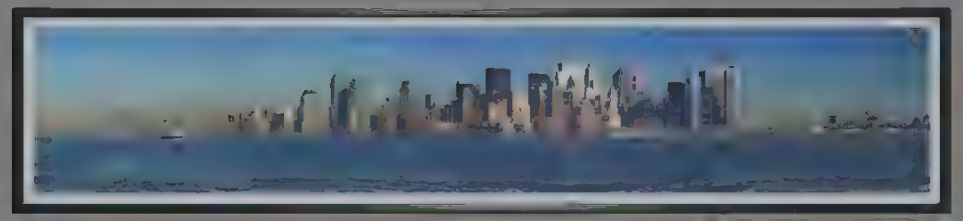
le mecanisme est sur
le pupitre et un escalier
apparait dans le socle
La torche pourrait alors
émettre une lumière

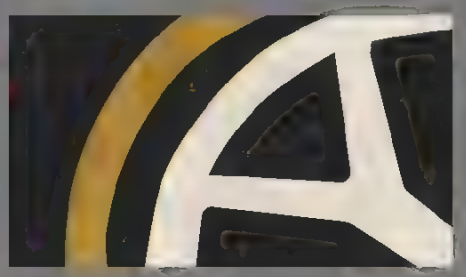


La salle est souterraine

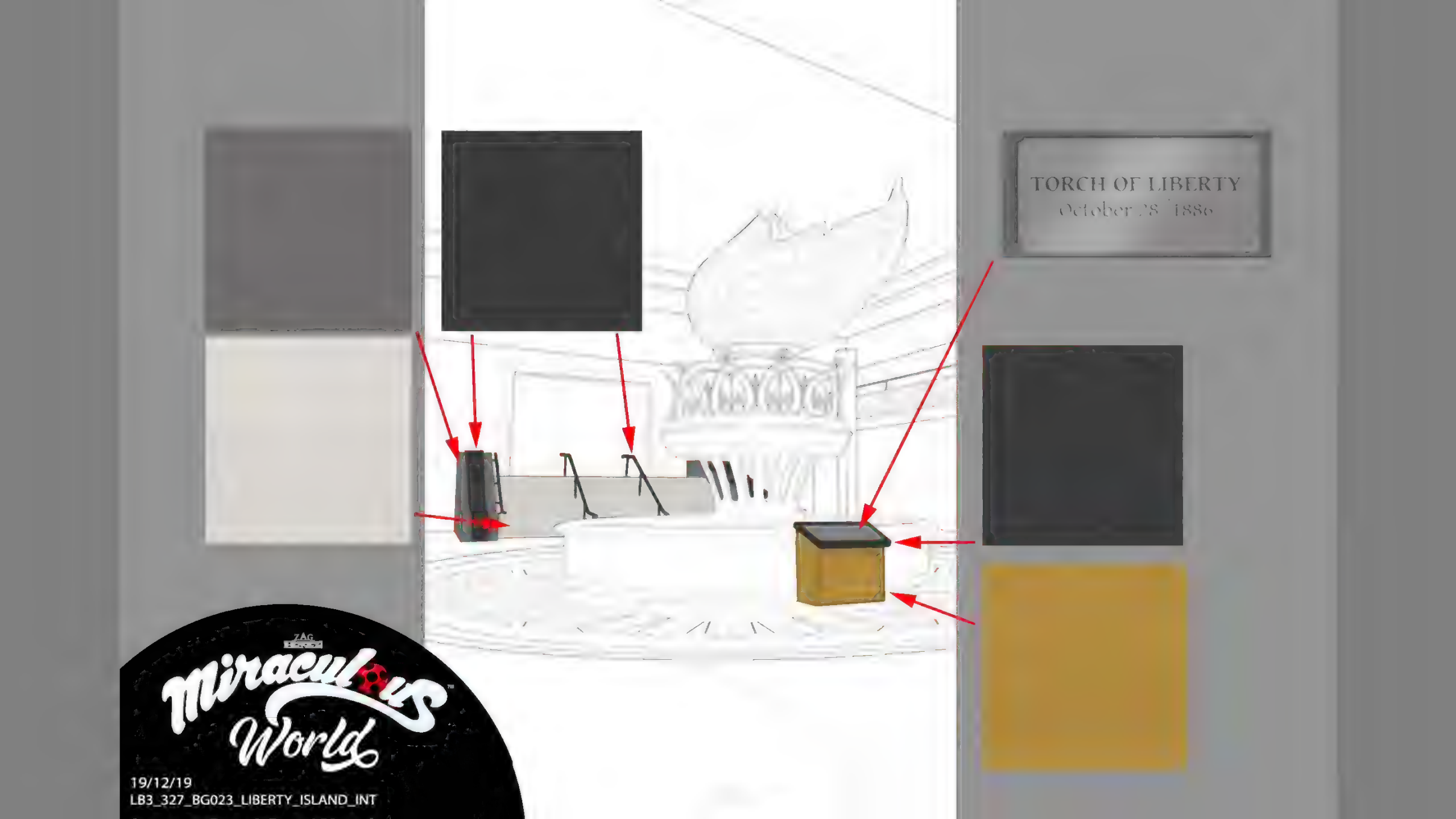
28/11/19
LB3_327_BG004_LIBERTY_ISLAND_SECRET_ROOM_INT

ZAG
Miraculous
World
19/12/19
LB3_327_BG023_LIBERTY_ISLAND_INT

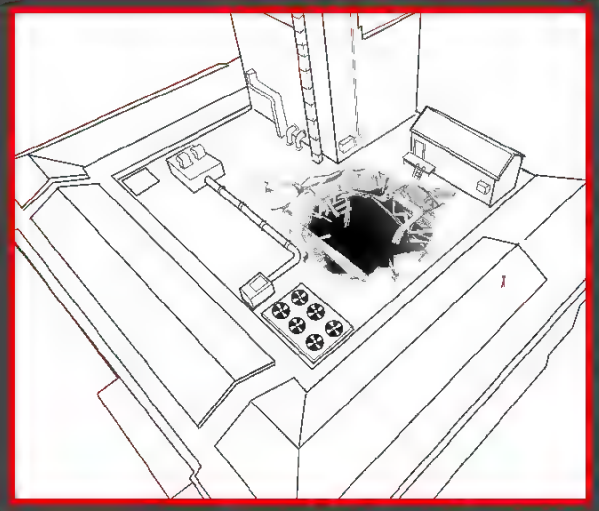


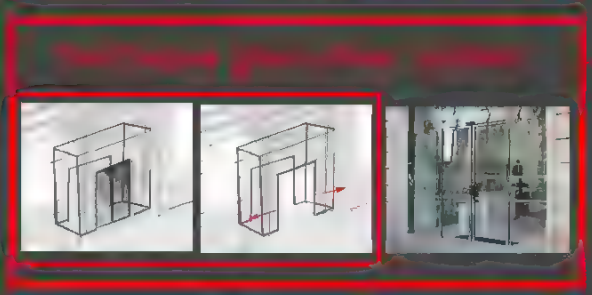


Miraculous
World
19/12/19
LB3_327_BG023_LIBERTY_ISLAND_INT

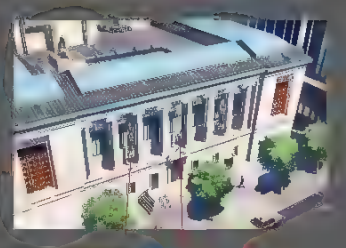

TORCH OF LIBERTY
October 28 1886
Miraculous World
19/12/19
LB3_327_BG023_LIBERTY_ISLAND_INT

ZAG HERO
Miraculous
World
03/01/20
LB3_327_BG023_LIBERTY_ISLAND_INT





06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_EXT_HOLE



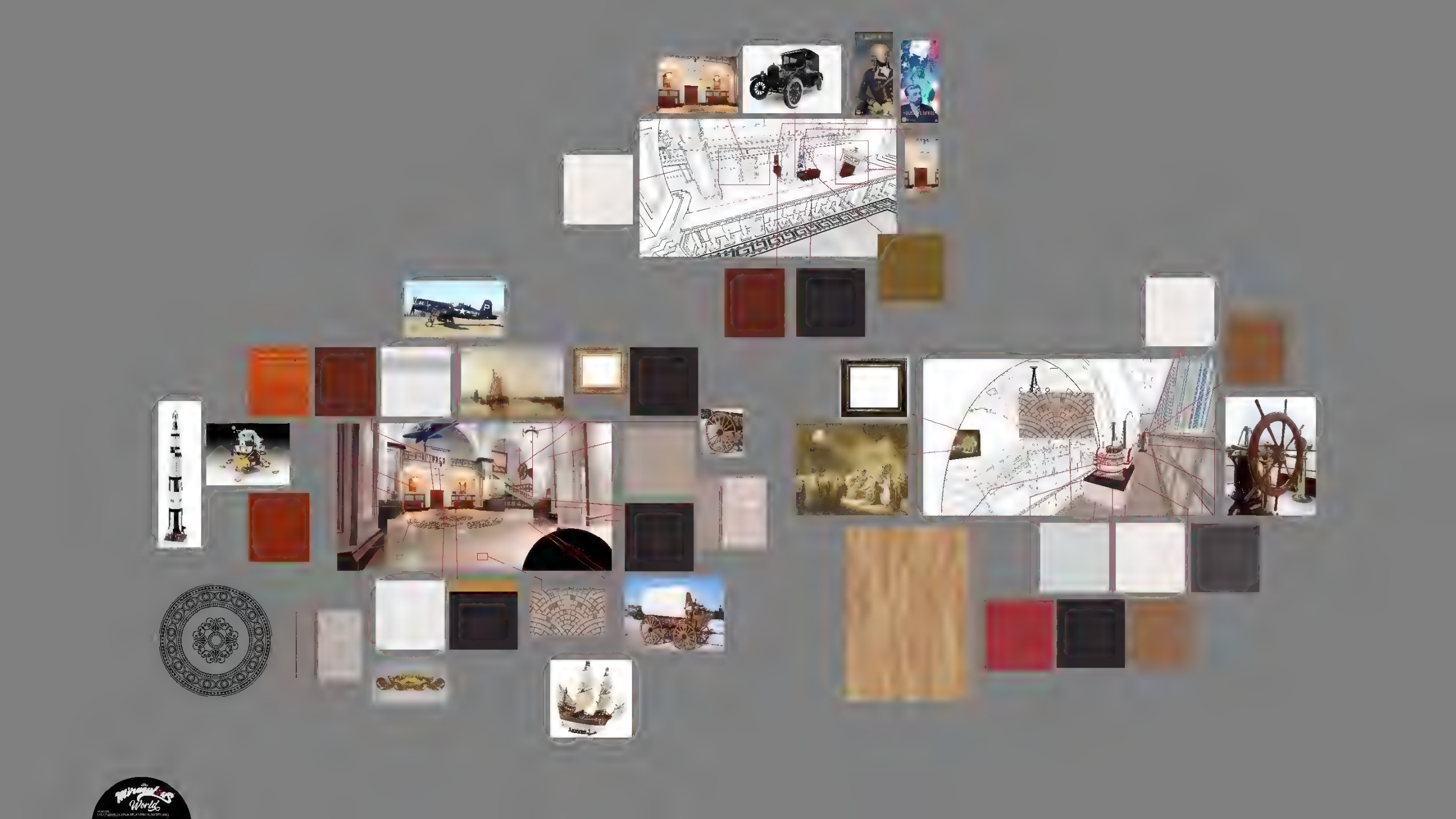
GUSTAVE EIFFEL

ZAG
HEROEZ
Miraculous™
World
03/01/20
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_EXT_HOLE

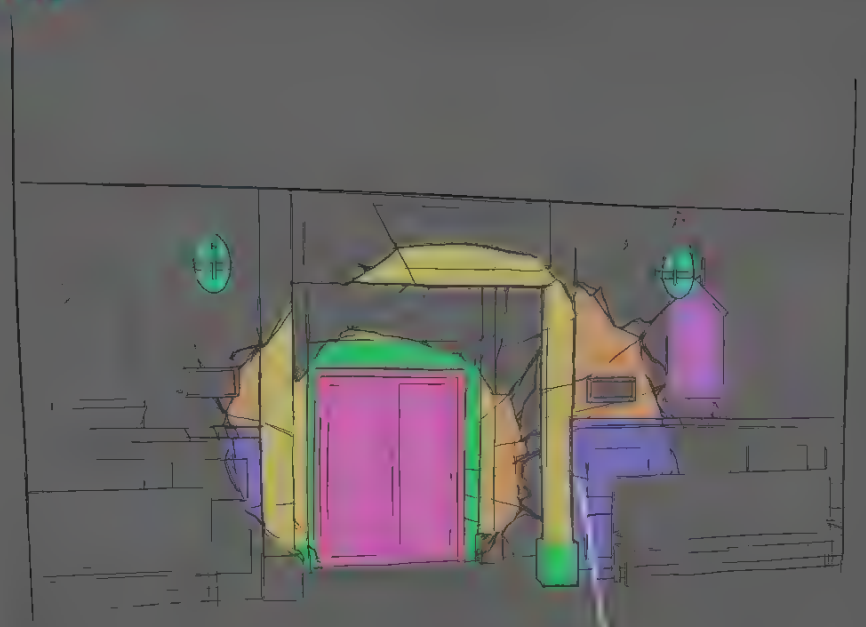
Module lunaire
Apollo 11
Mayflower boat
Miraculous World
06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_INT_HALL_03

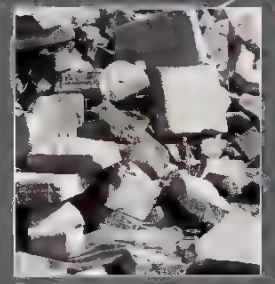
ZAG
HERO
Miraculous
World
06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_INT_HALL_02

ZAG
Miraculous
World
06/12/19
LB3_327_BG005_MUSEUM_NY_HISTORICAL_SOCIETY_INT_HALL_01



SH762





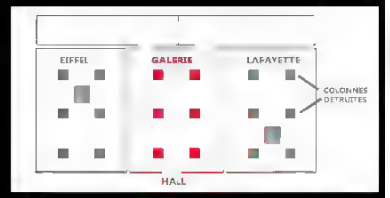
19/11/07
LB3_327_XX000_ASSET_NAME

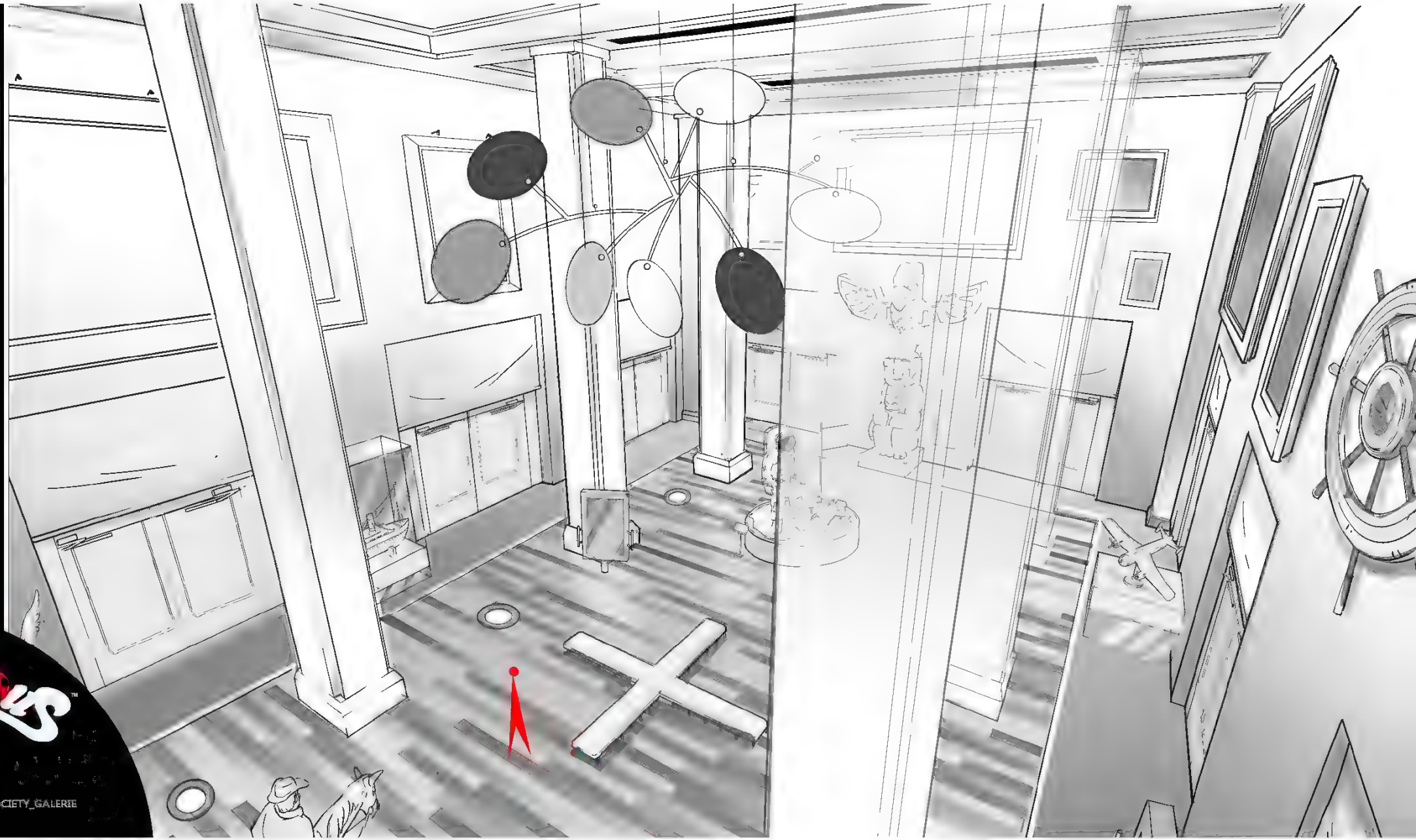
ZAG

Miraculous World

01/01/2020

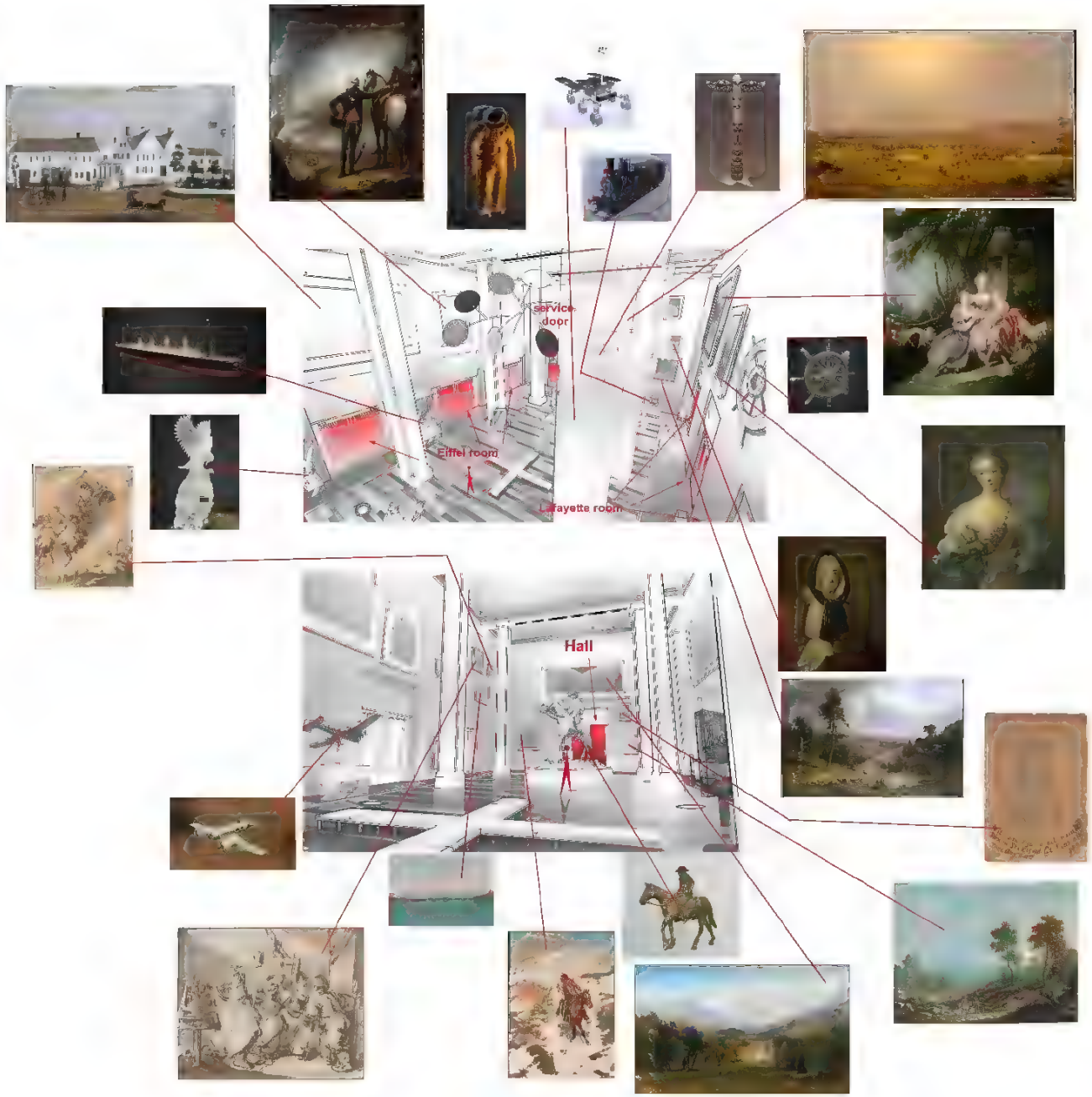
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE_REVERSE

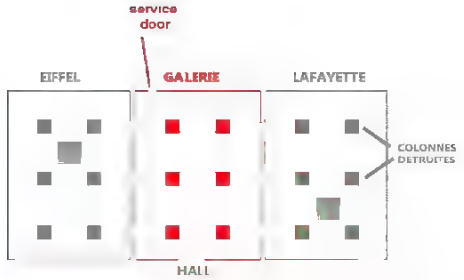




Miraculous World

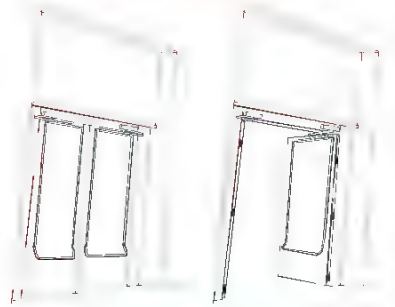
10/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE



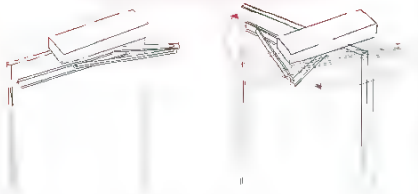


Systeme de blocage
valable sur toute les portes
sauf la porte de service

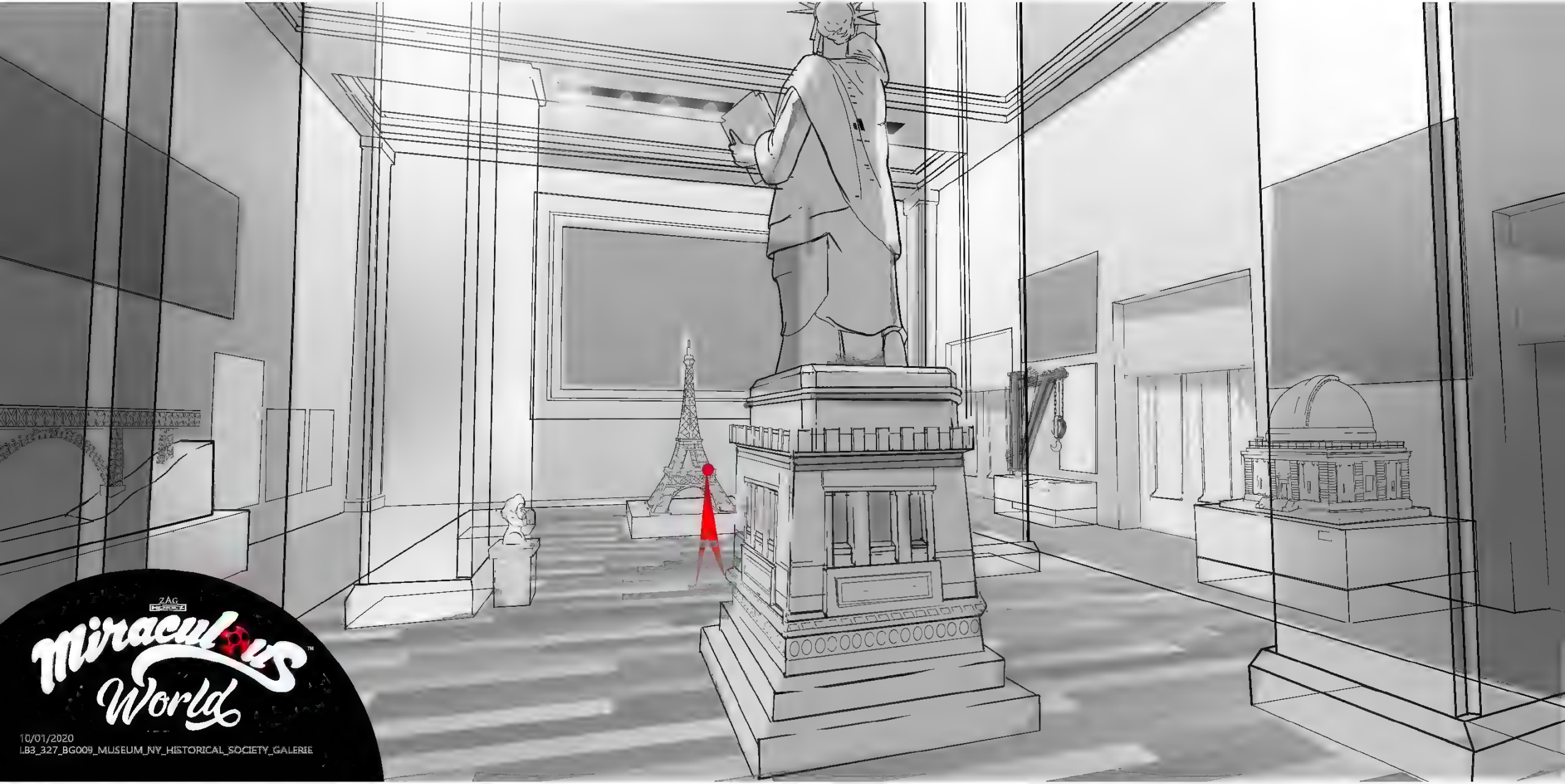
Blocking system
valid on all doors
except the service door

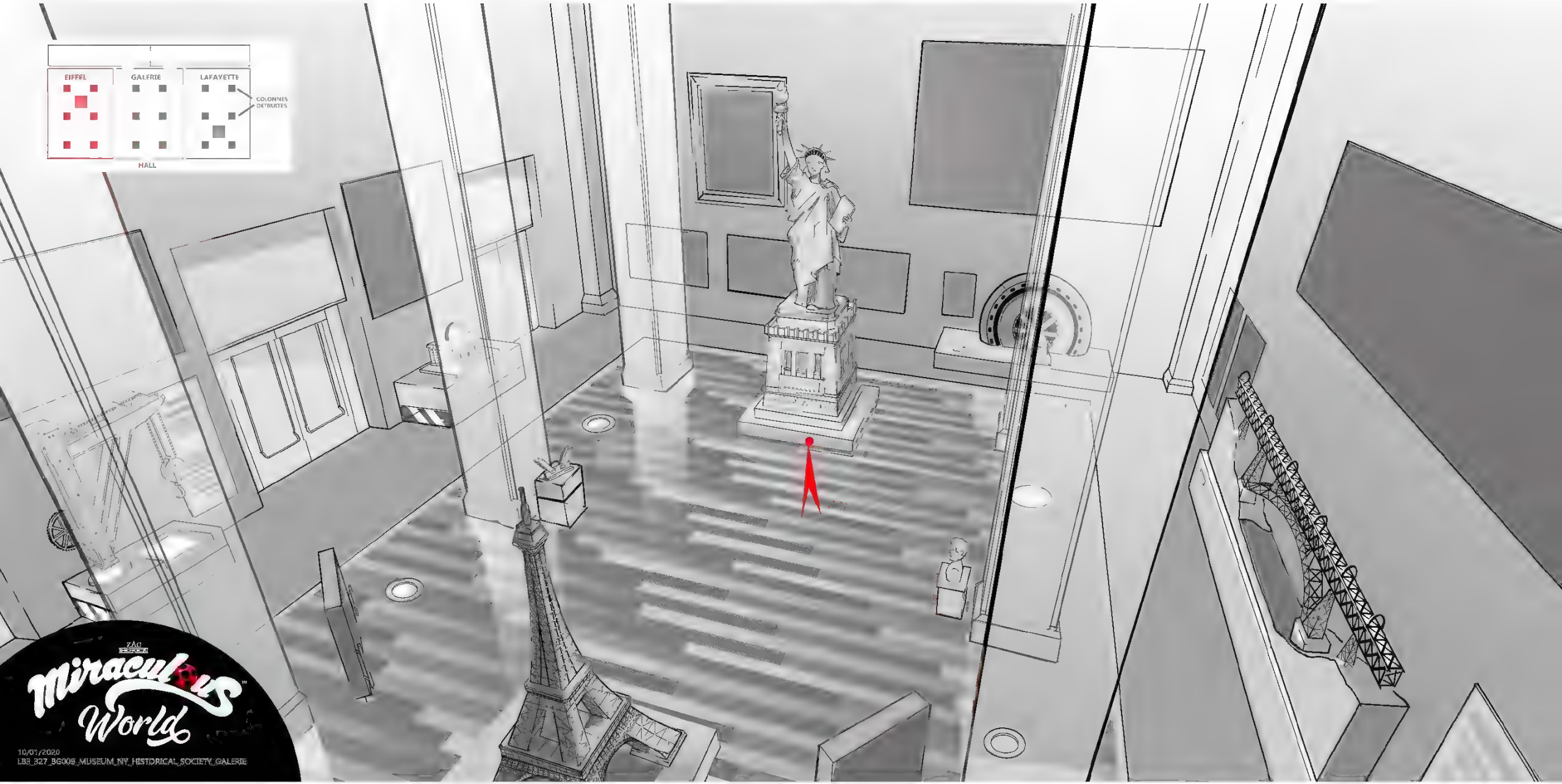


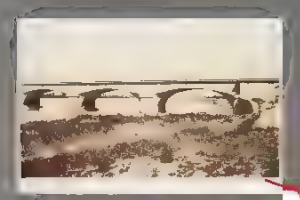
Systeme blocage electrique
Electric blocking system

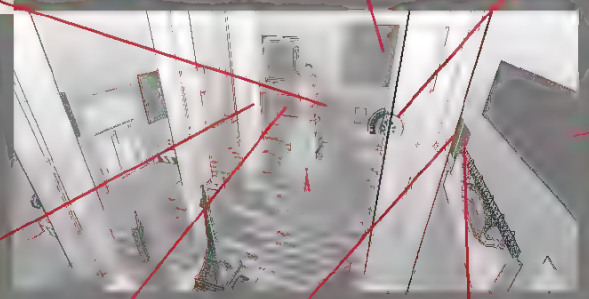


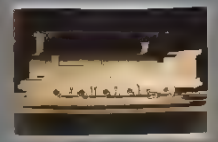
ZAG
Miraculous World
10/01/2020
LB3_327_BG008_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE_REFERENCES

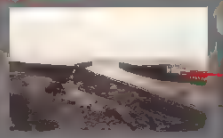

ZAG
Miraculous
World
10/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE

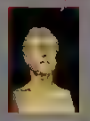

EIFFEL
GALERIE
LAFAYETTE
COLONNES DETRUITES
HALL
Miraculous World
10/01/2020
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_GALERIE

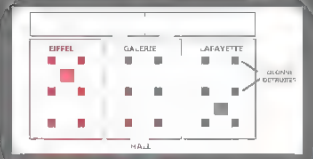




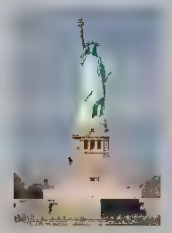


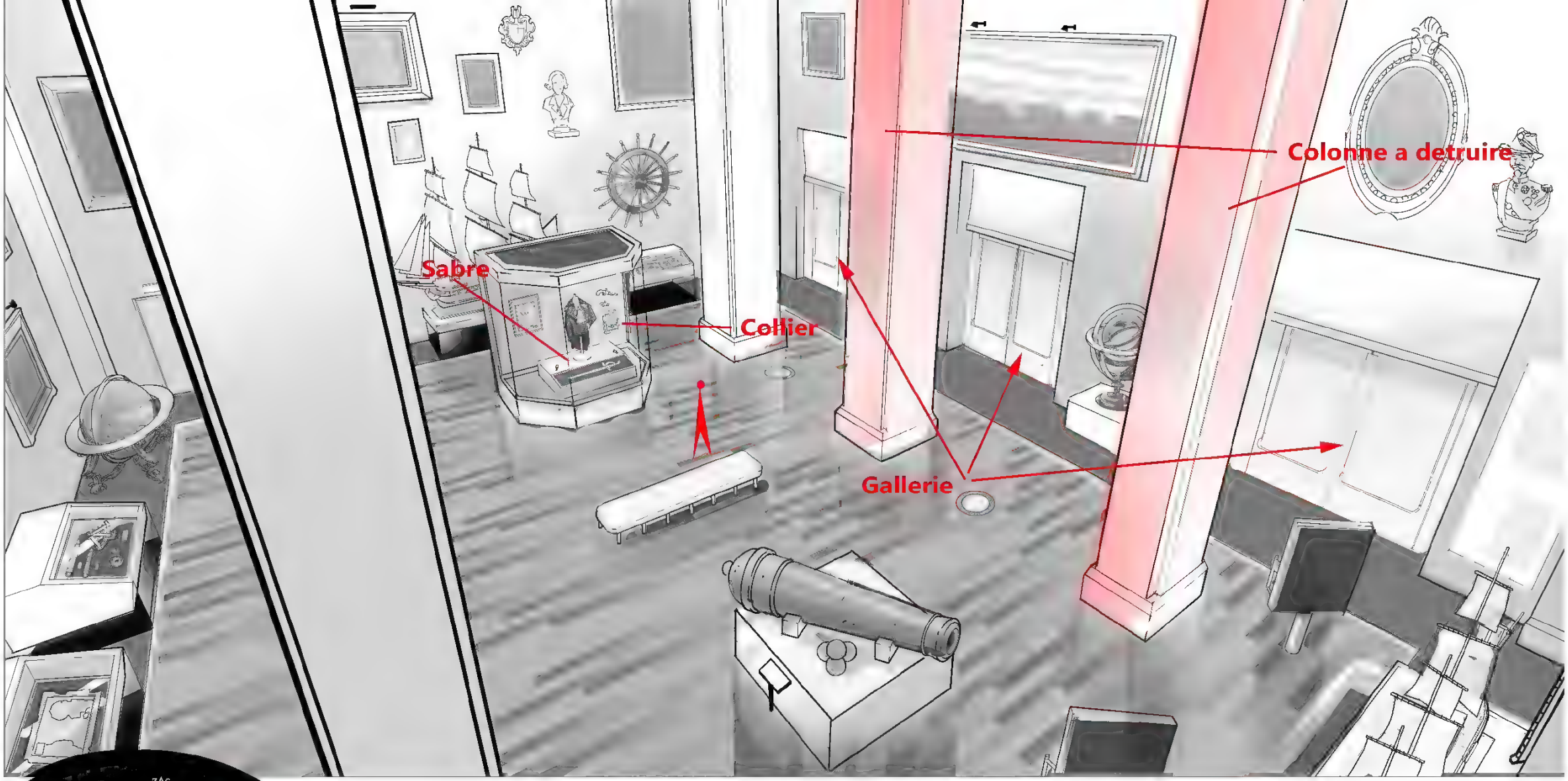





EIFFEL
GALERIE
LAFAYETTE

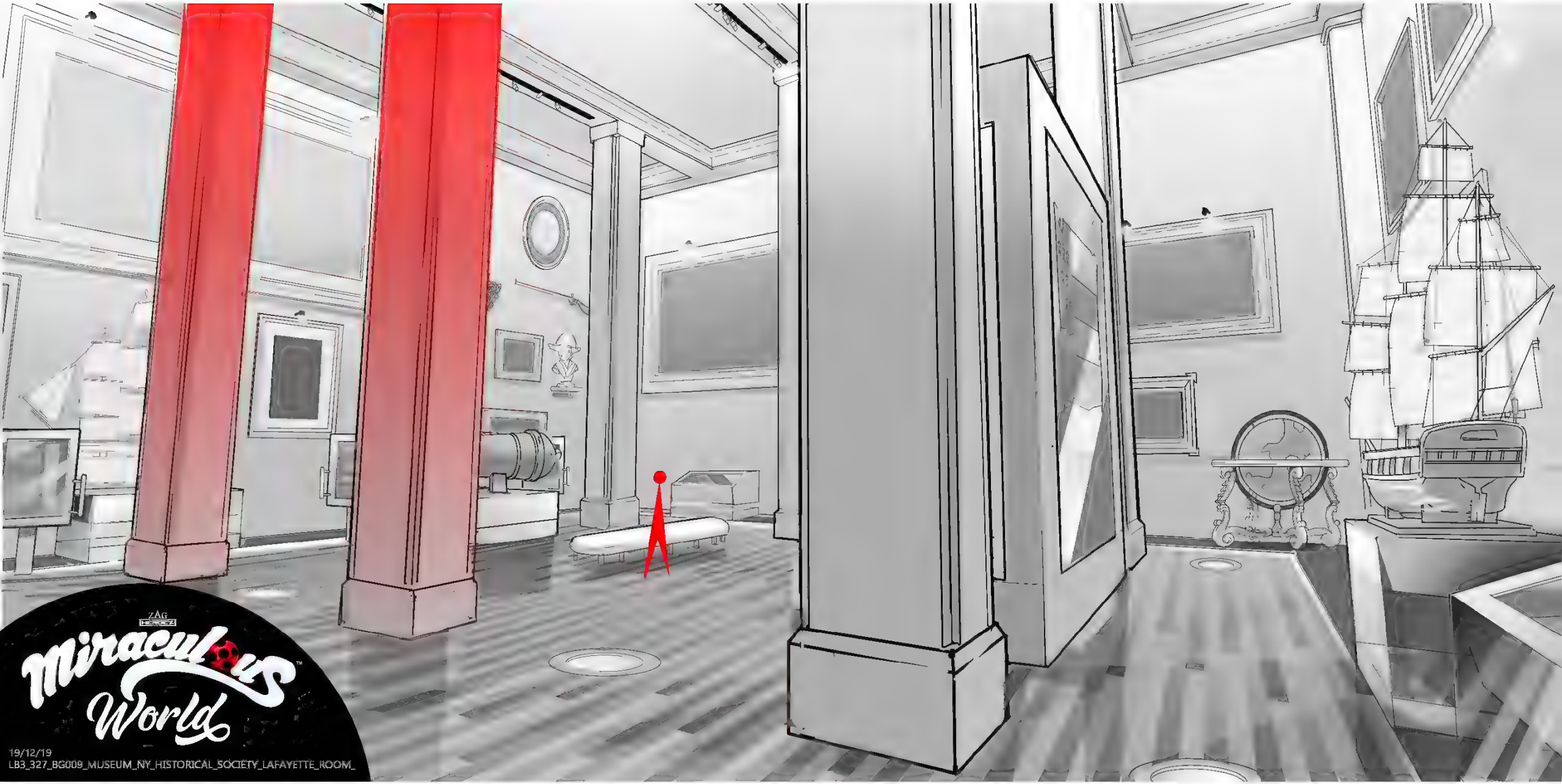
Miraculous
World



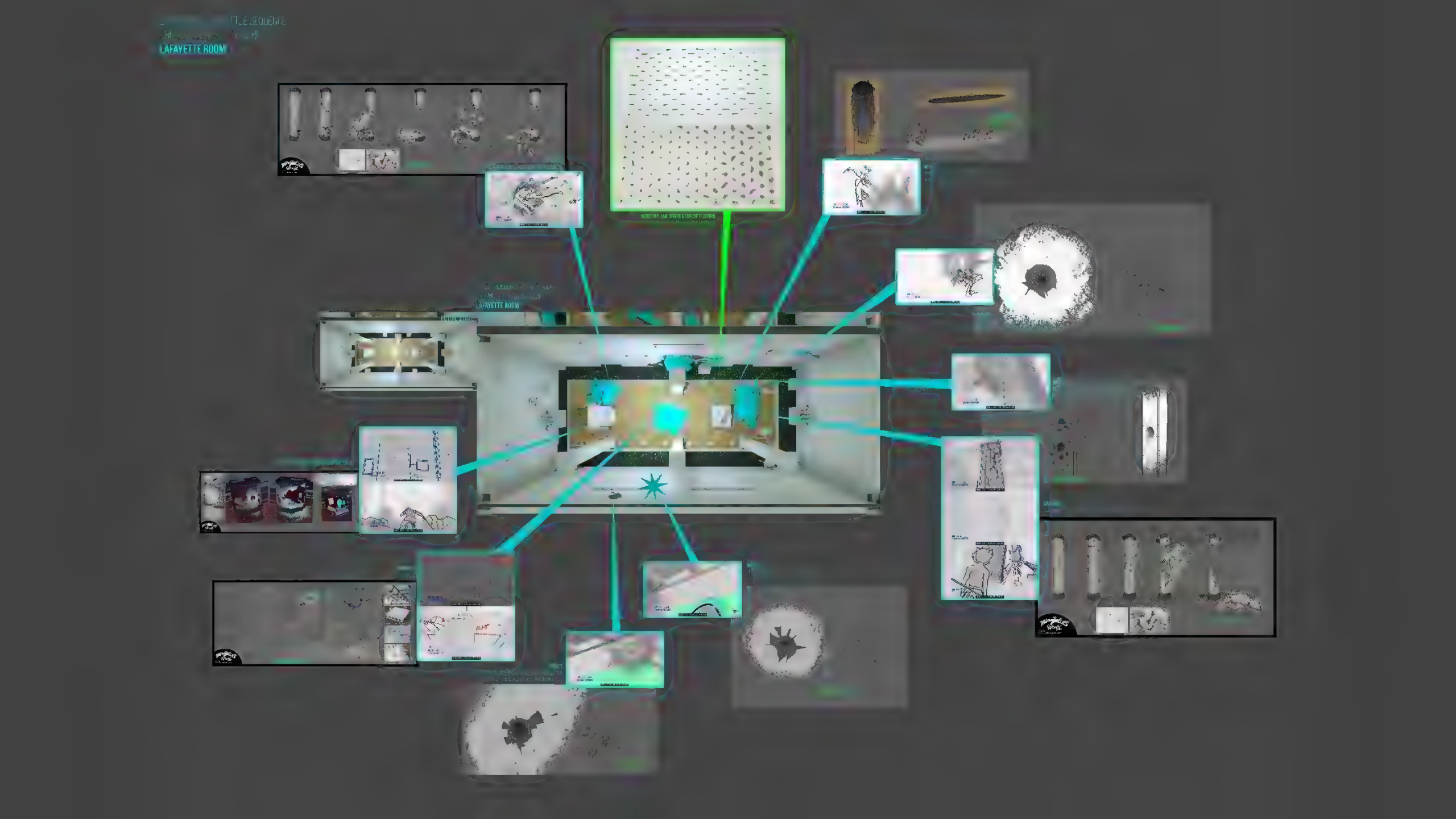


Miraculous World

19/12/19
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_LAFAYETTE_ROOM


ZAG
Miraculous
World
19/12/19
LB3_327_BG009_MUSEUM_NY_HISTORICAL_SOCIETY_LAFAYETTE_ROOM_

$100,000 REWARD
$50,000 REWARD
$25,000 REWARD

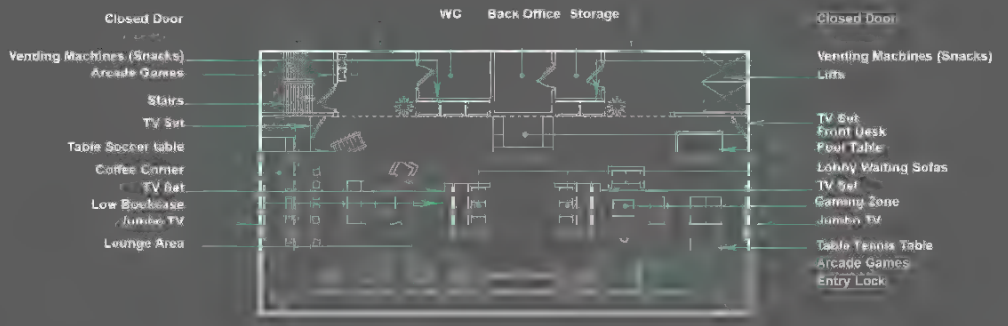

LAFAYETTE ROOM

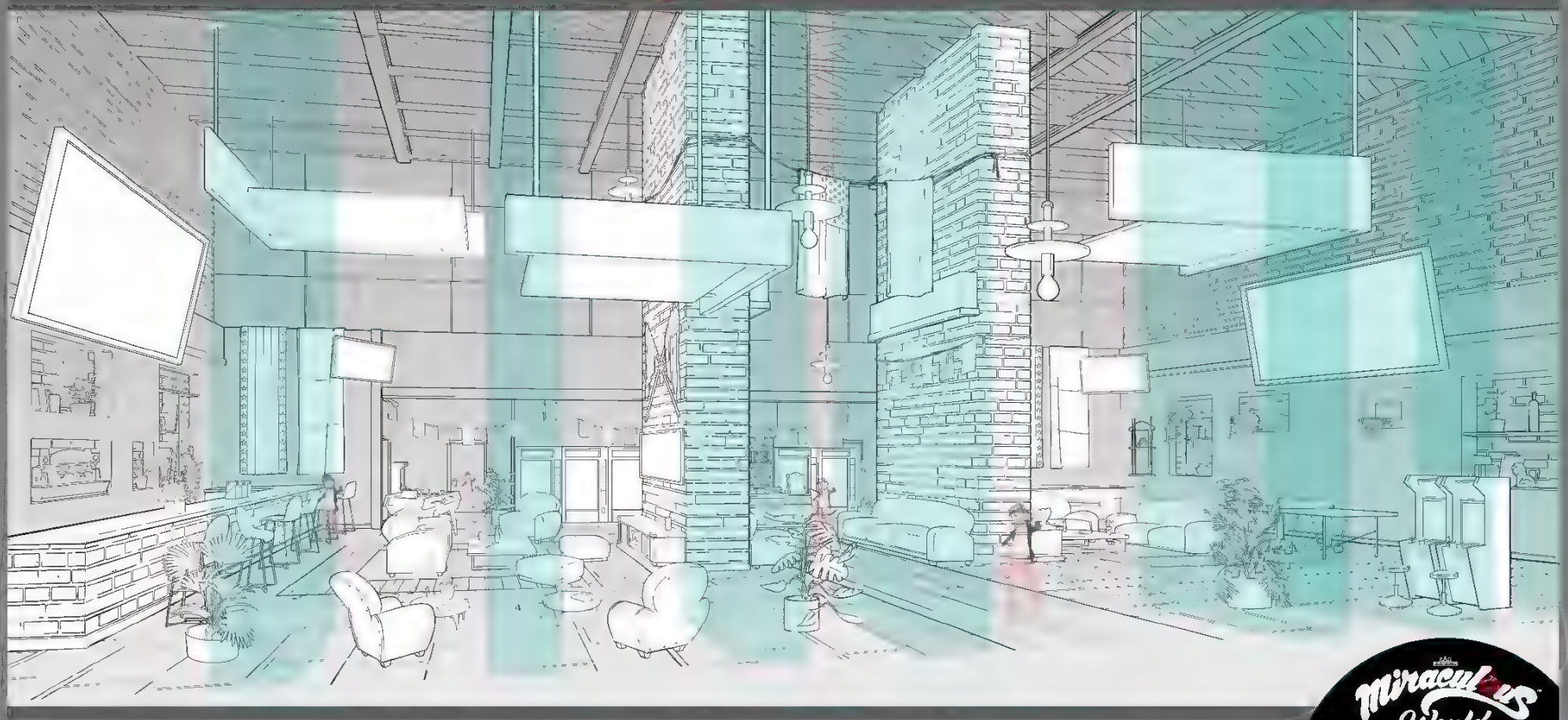
ZAG
Miraculous
World
06/12/19
LB3_327_BG013_LAFAYETTE_HOTEL_EXT

UPDATE

601
ZAG
Miraculous
World
07/01/20
LB3_327_BG011_LAFAYETTE_HOTEL_CORRIDORS_REVERSE

604
Book Antique Bold (+B)
Miraculous World
17/01/20
LB3_327_BG011_LAFAYETTE_HOTEL_CORRIDORS_TEXT_SAMPLES


Closed Door
WC
Back Office
Storage
Closed Door
Vending Machines (Snacks)
Arcade Games
Stairs
TV Set
Table Soccer table
Coffee Corner
TV Set
Low Bookcase
Jumbo TV
Lounge Area
Vending Machines (Snacks)
Lifts
TV Set
Front Desk
Pool Table
Lobby Waiting Sofas
TV Set
Gaming Zone
Jumbo TV
Table Tennis Table
Arcade Games
Entry Lock


Miraculous World
12/12/19
LB3_327_BG010_LAFAYETTE_HOTEL_HALL_INT_REVERSE

Closed Door

Vending Machines (Snacks)
Arcade Games

Stairs

TV Set

Table Soccer table

Coffee Corner

TV Set

Low Bookcase

Jumbo TV

Lounge Area

WC Back Office Storage

Closed Door

Vending Machines (Snacks)
Lifts

TV Set

Front Desk

Pool Table

Lobby Waiting Sofas

TV Set

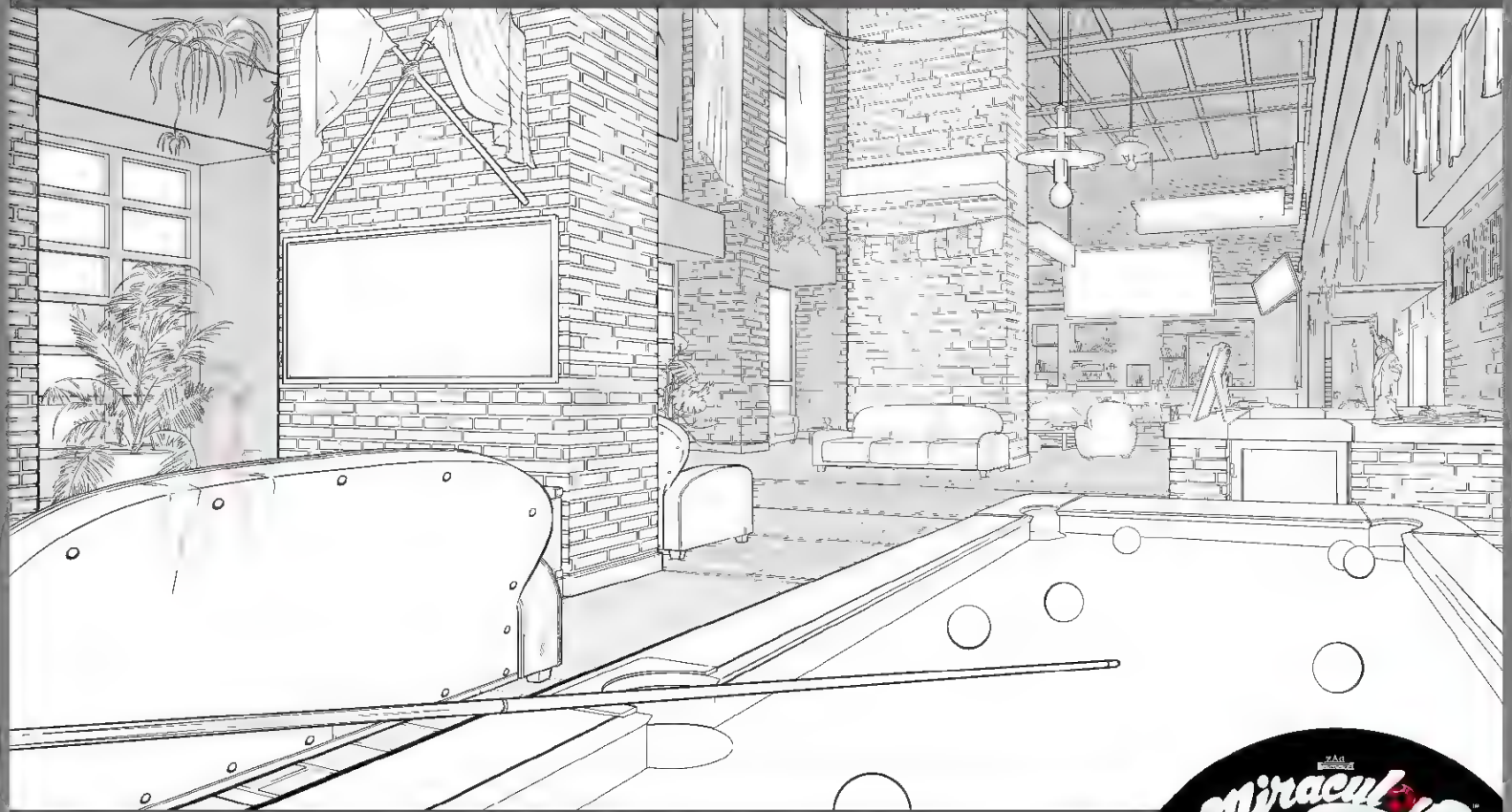
Gaming Zone

Jumbo TV

Table Tennis Table

Arcade Games

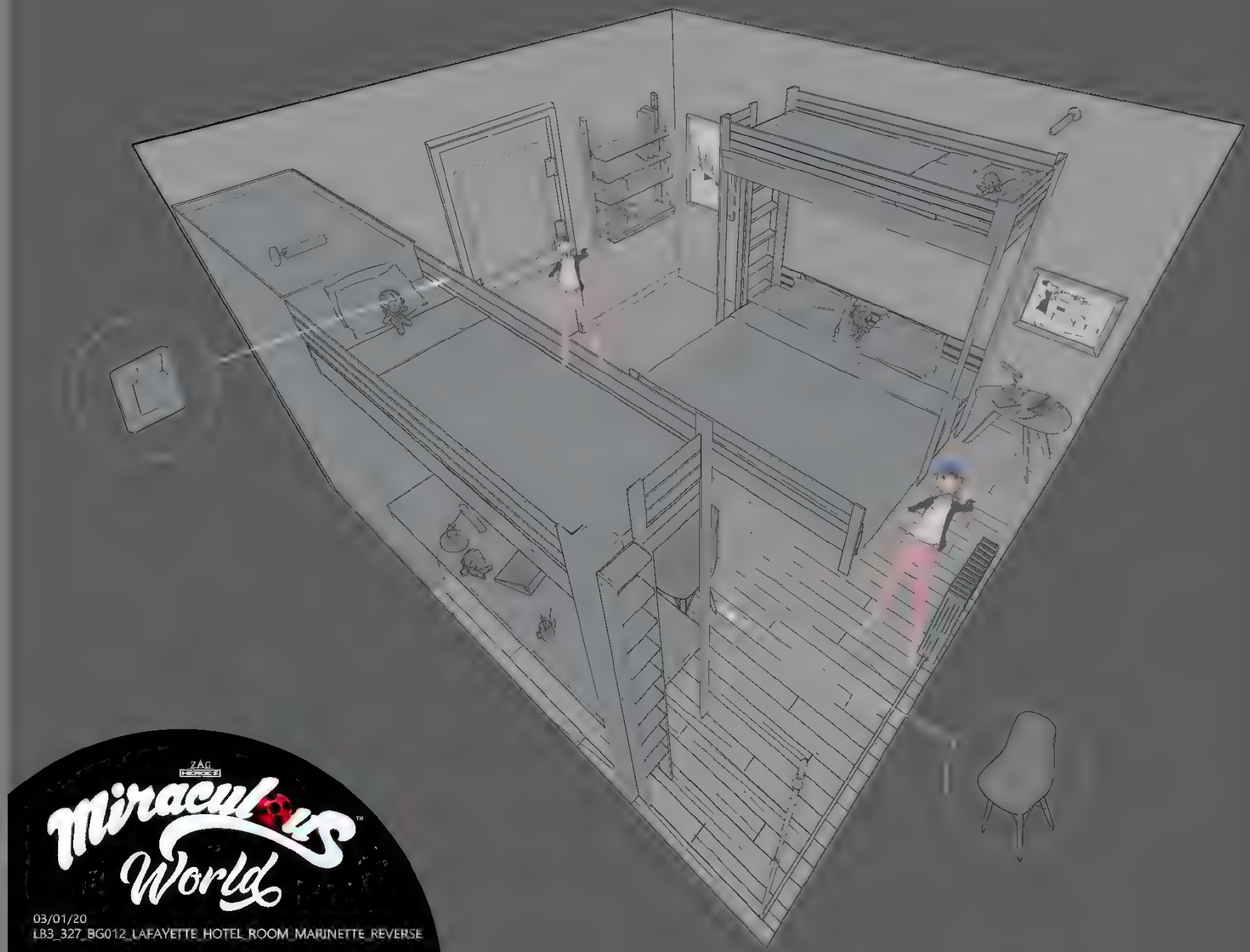
Entry Lock



Miraculous World

10/12/19
LBS_207_BG010_LAFAYETTE_HOTEL_HALL_INT

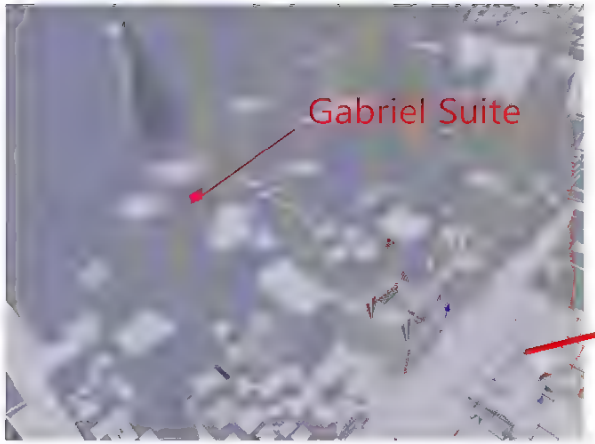
Map

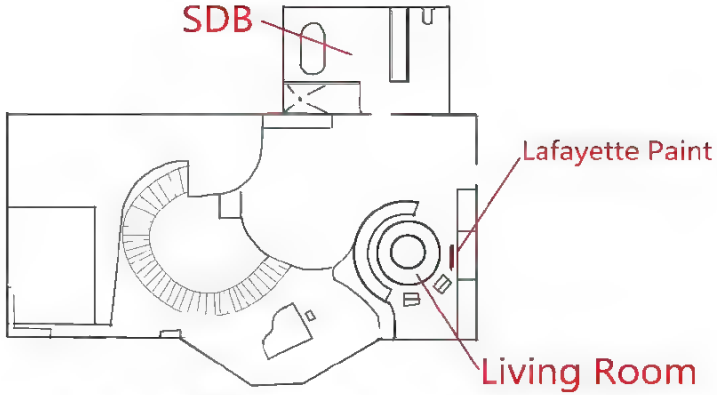

ZAG
HEROEZ
Miraculous™
World
03/01/20
LB3_327_BG012_LAFAYETTE_HOTEL_ROOM_MARINETTE_REVERSE

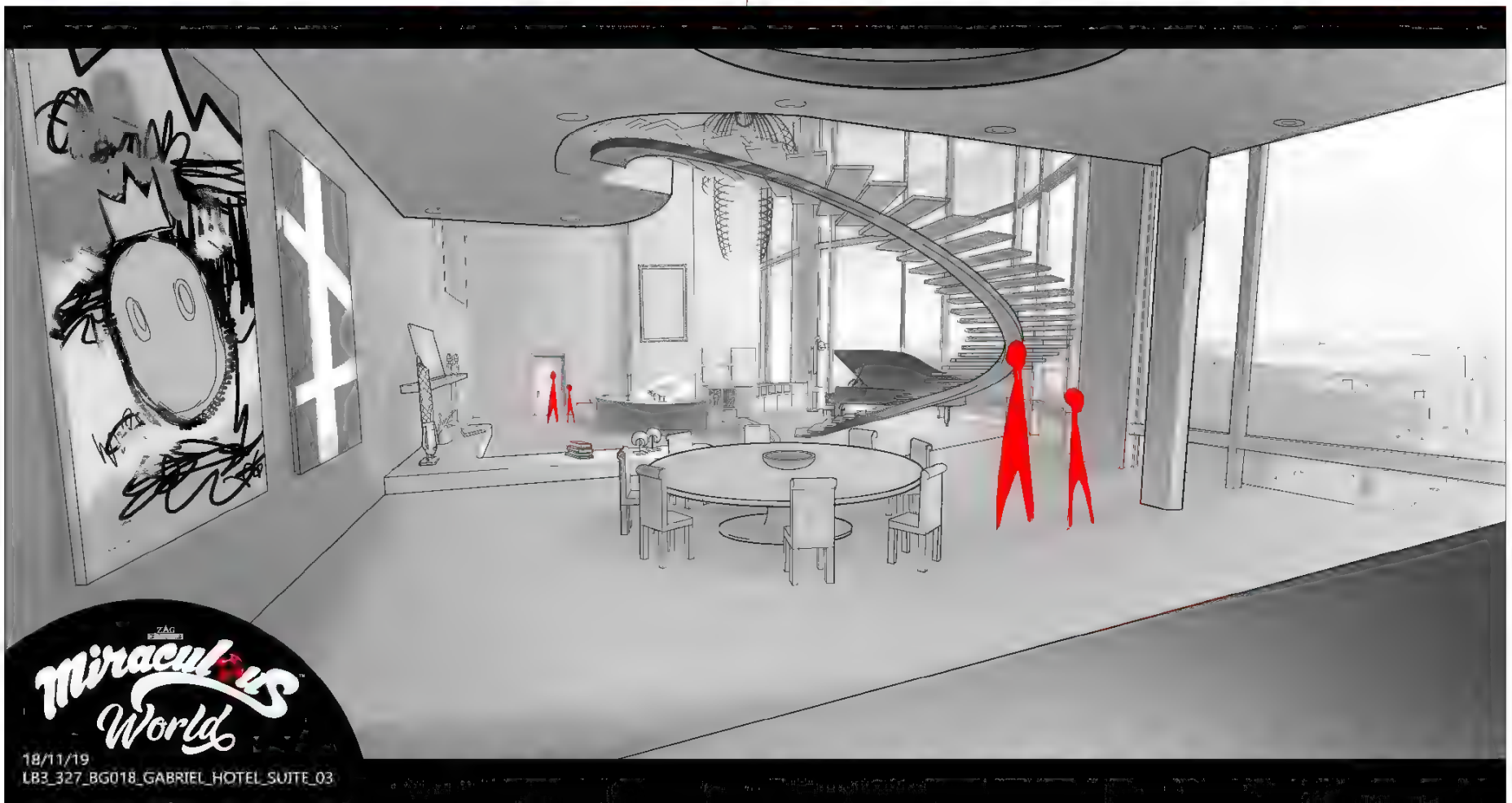
Miraculous
World
31/12/19
LB3_327_BG012_LAFAYETTE_HOTEL_ROOM_MARINETTE

Miraculous
World
LB3_327_BG012_LAFAYETTE_HOTEL_ROOM_MARINETTE_TEXT_SAMPLES

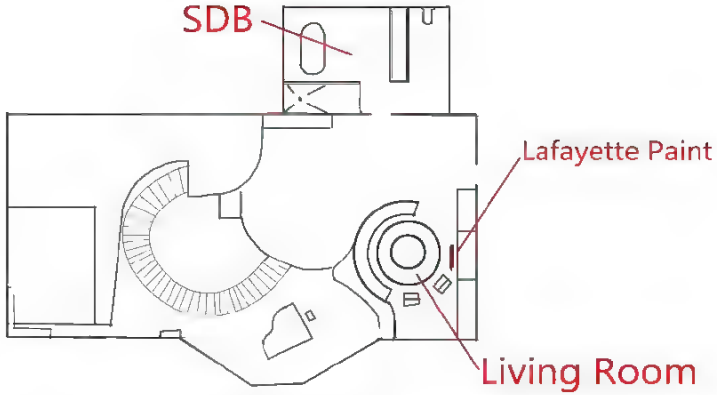
Miraculous
World


Gabriel Suite
Central park

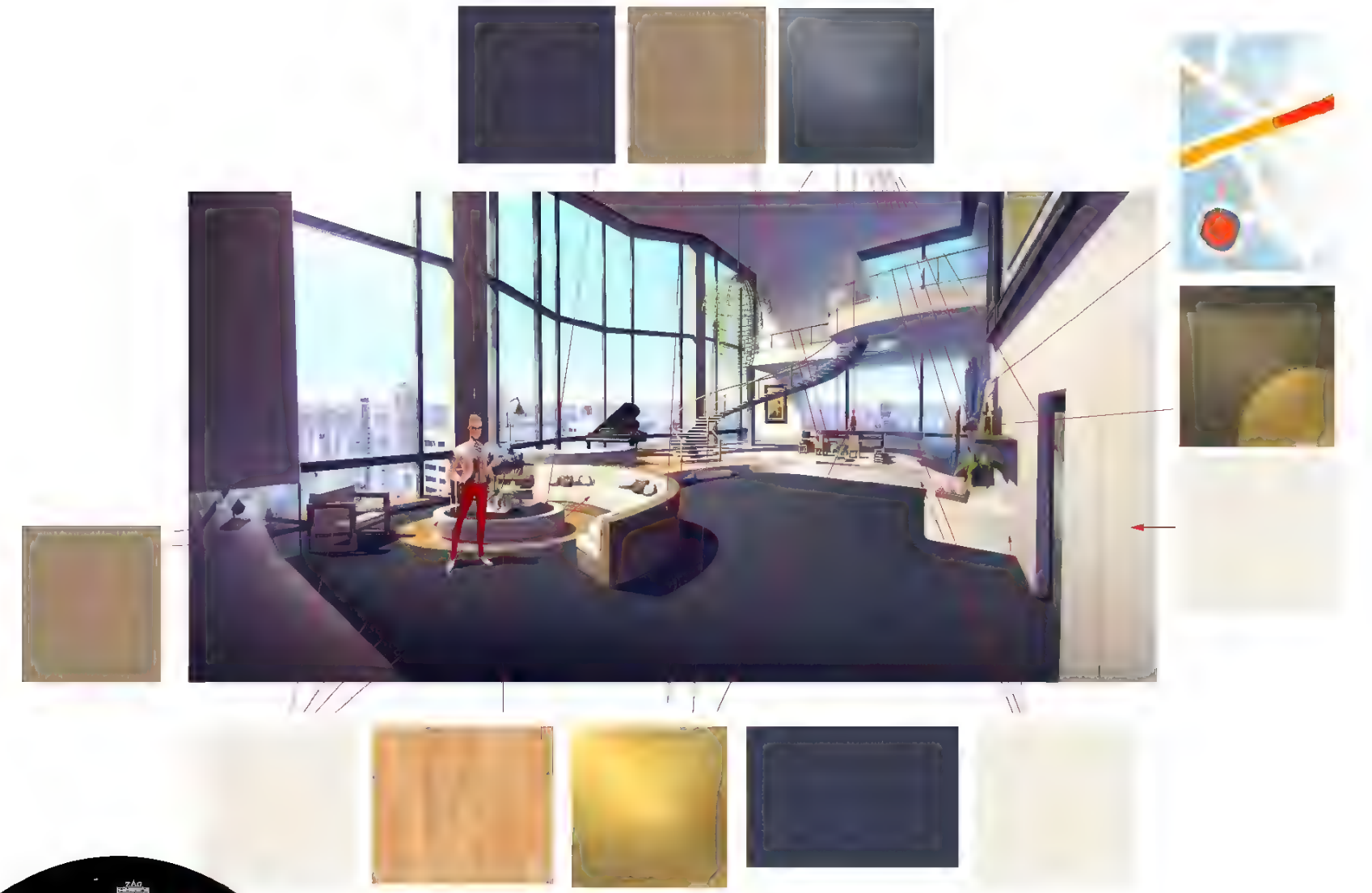

SDB
Lafayette Paint
Living Room


Miraculous World
18/11/19
LB3_327_BG018_GABRIEL_HOTEL_SUITE_03

Gabriel Suite
Central park

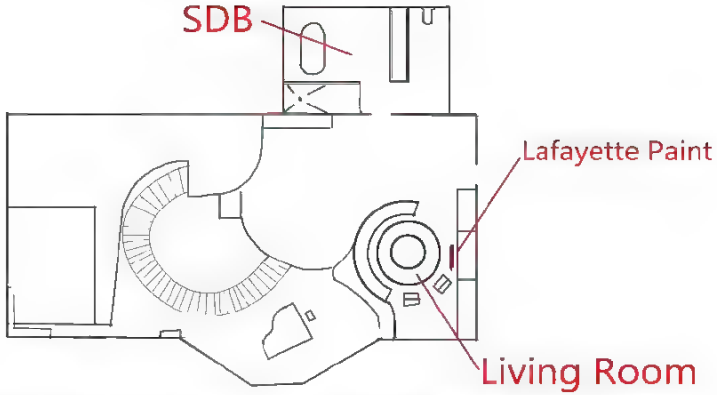

SDB
Lafayette Paint
Living Room

Miraculous World
18/11/19
LB3_327_BG018_GABRIEL_HOTEL_SUITE_02

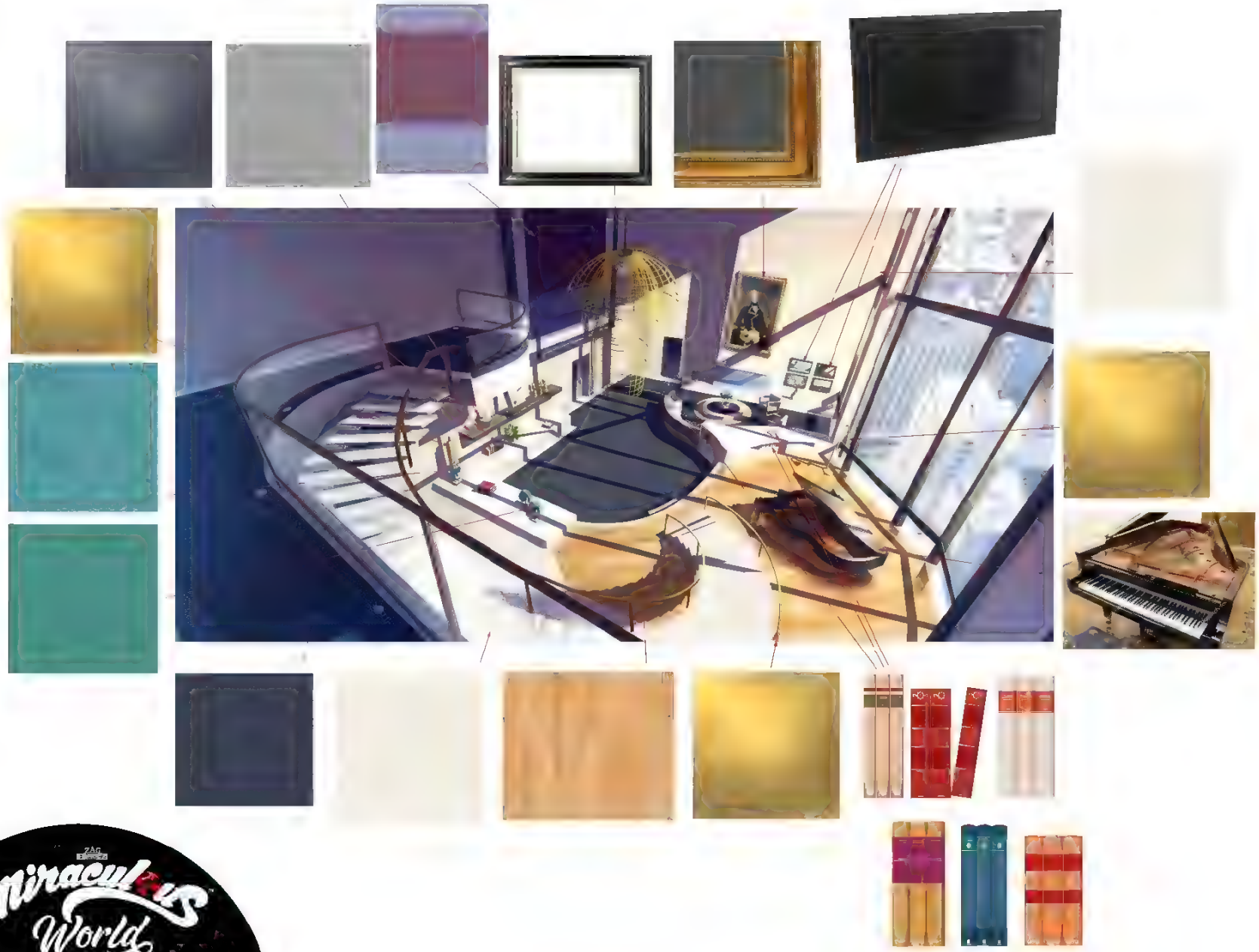


10/12/19
L83_327_BG018_GABRIEL_HOTEL_SUITE_02

Gabriel Suite
Central park


SDB
Lafayette Paint
Living Room

Miraculous World
18/11/19
LB3_327_BG018_GABRIEL_HOTEL_SUITE_ROOM

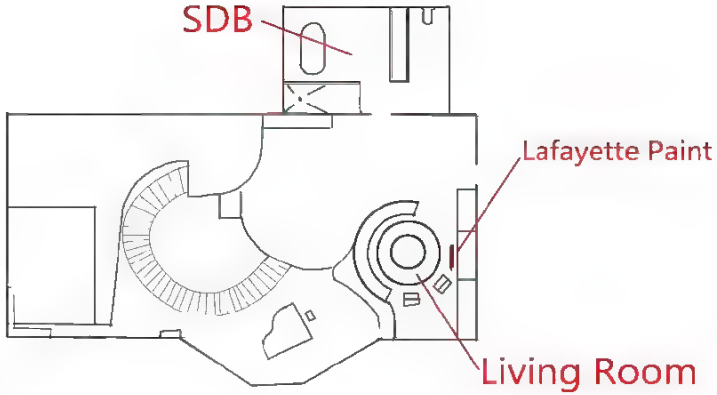


Miraculous World

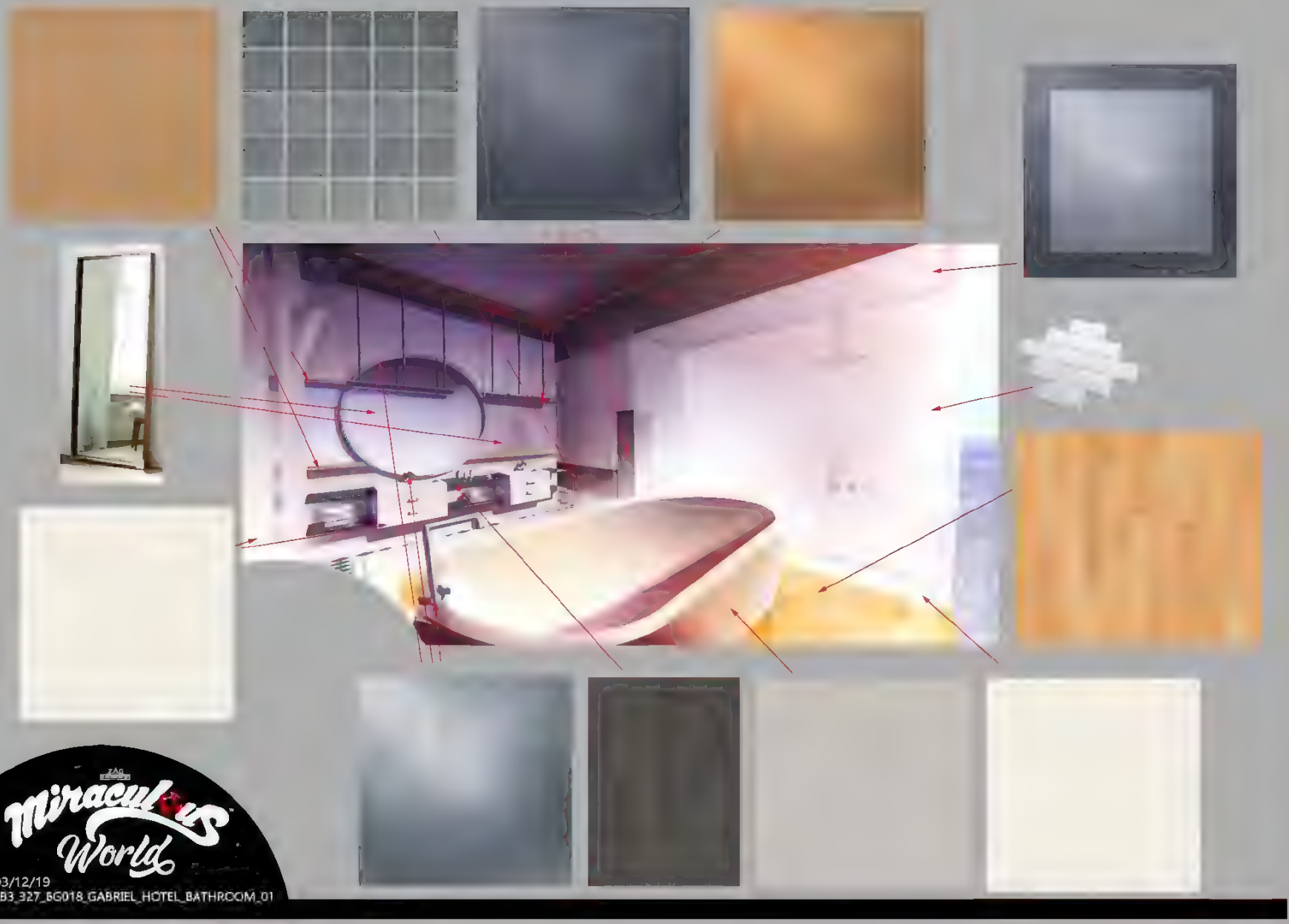
10/12/19

LB3_327_BG018_GABRIEL_HOTEL_SUITE_ROOM

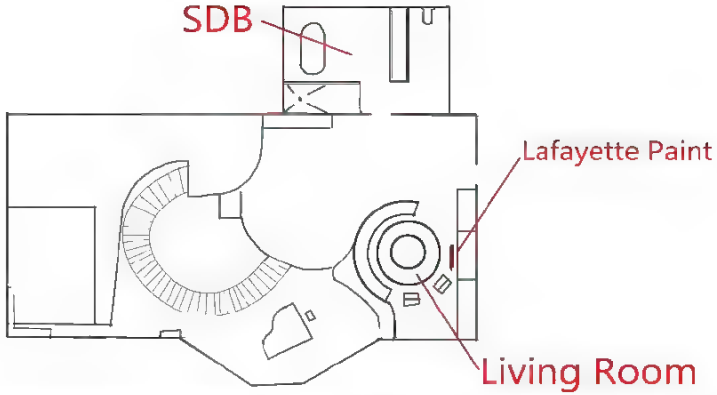
Gabriel Suite
Central park


SDB
Lafayette Paint
Living Room

Miraculous World
18/11/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_01


Miraculous
World
03/12/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_01

Gabriel Suite
Central park

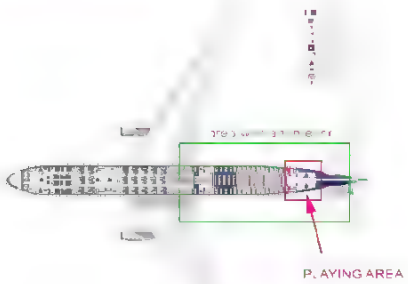

SDB
Lafayette Paint
Living Room

Miraculous World
18/11/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_02

03/12/19
LB3_327_BG018_GABRIEL_HOTEL_BATHROOM_02

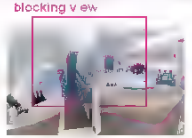
LB3_327_VE001_AIRPLANE

AIRBUS A350



seat rows
2seats 3seats 2seats

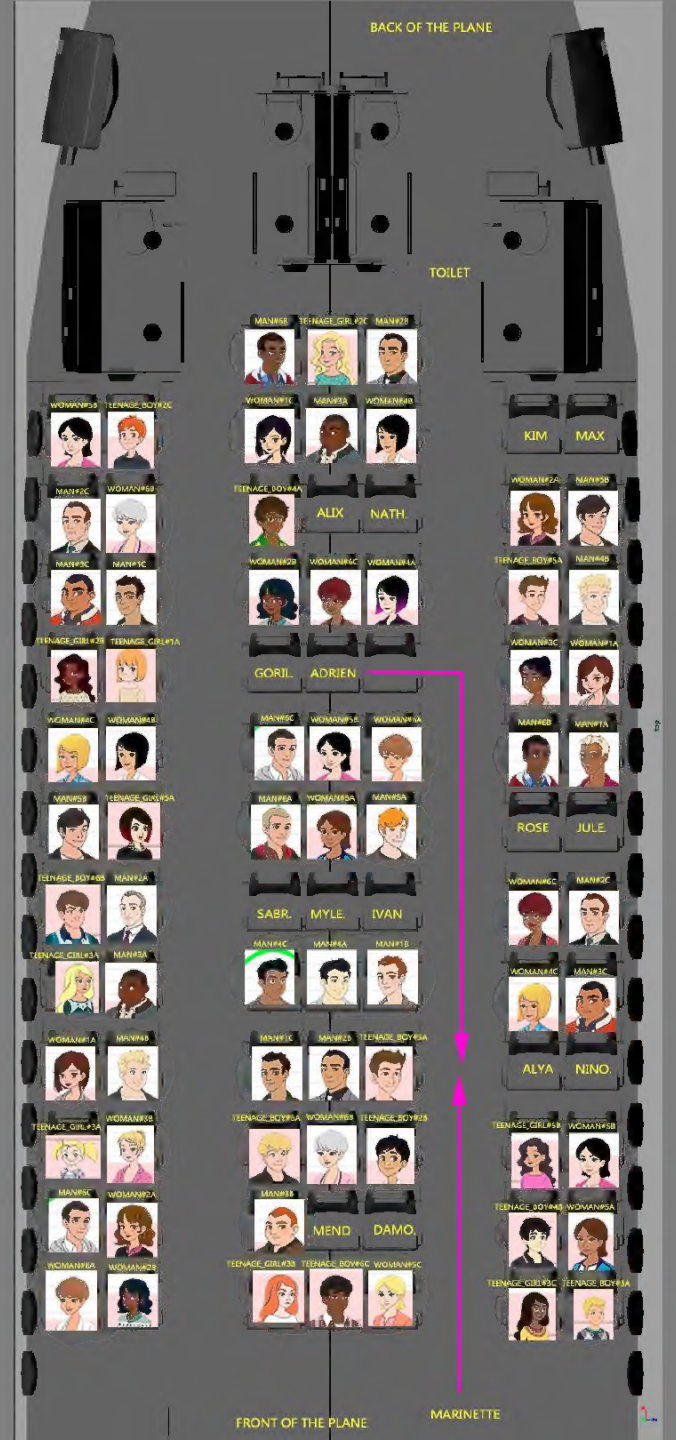
the area with an interior modeling is closed by curtains blocking view



TSURUGI brand is visible on the lower part of the frame

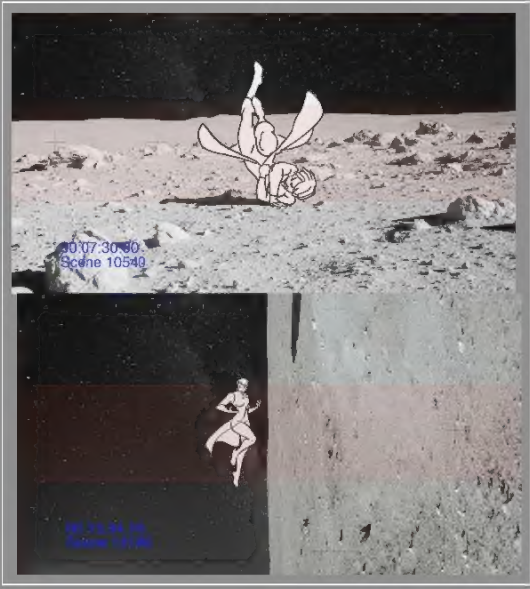
a magazine is visible in the seatpocket

removable engine
(ripped off by a vilain during the flight)


BACK OF THE PLANE
TOILET
KIM
MAX
ALIX
NATH.
GORIL.
ADRIEN
ROSE
JULE.
SABR.
MYLE.
IVAN
ALYA
NINO.
MEND
DAMO.
FRONT OF THE PLANE
MARINETTE

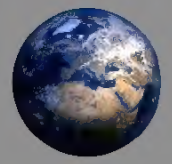
mid range view : rocks

view from afar visible craters

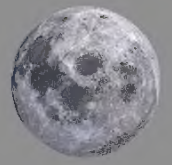


soil close range

20/05/28
LB3_327_BG034_MOON_SURFACE



EARTH



MOON

VENUS

MERCURY

SUN

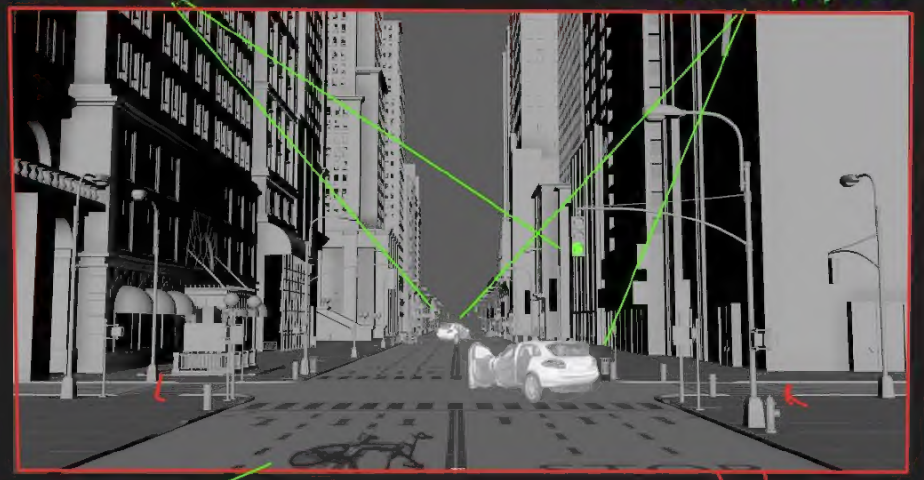
SPACE ENVIRONMENT REF

20/05/27
LB3_327_BG037_SOLAR_SYSTEM

LB3_327_BG039_AVENUE_ABANDONNED_S_D shot10700

traffic lights flashing

add empty cars



add a fallen bike